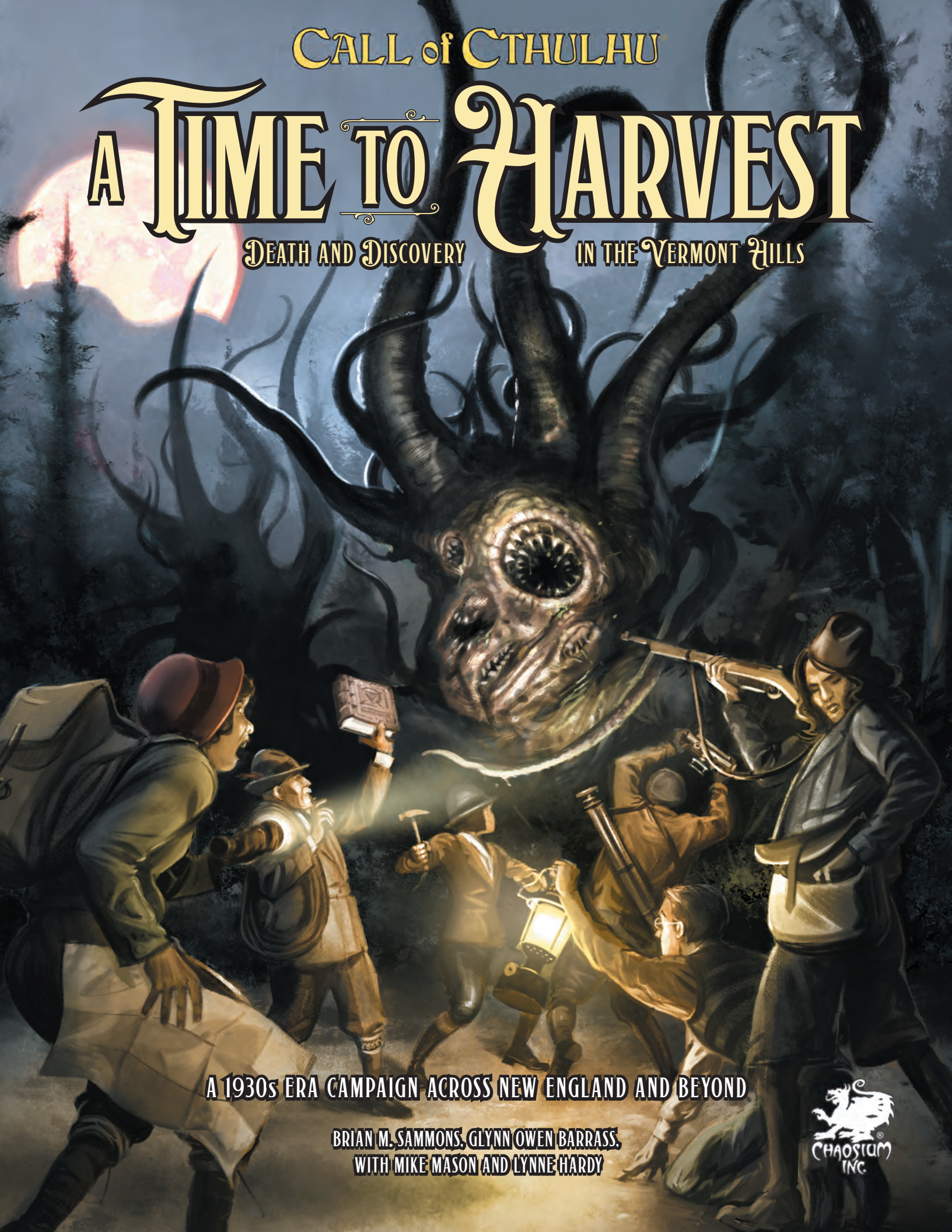


CALL of CTHULHU

A TIME TO HARVEST

DEATH AND DISCOVERY

IN THE VERMONT HILLS



A 1930s ERA CAMPAIGN ACROSS NEW ENGLAND AND BEYOND

BRIAN M. SAMMONS, GLYNN OWEN BARRASS,
WITH MIKE MASON AND LYNNE HARDY



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CREDITS

Original Concept

Brian M. Sammons and Charles P. Zaglanis

Authors

Brian M. Sammons, Glynn Owen Barrass,
with Mike Mason and Lynne Hardy

Additional Material

Jon Hook and Morgan Hua

Original Concept

Brian M. Sammons and Charles P. Zaglanis

Editing and Development

Lynne Hardy and Mike Mason

Art Direction

Lynne Hardy and Mike Mason

Cover Art

Caleb Cleveland

Interior Art

Dan Barker, Alberto Bontempi, Alicia Cardell,
Caleb Cleveland, Emanuele Desiati, Fifi Finsdottir,
Victor Leza, Pat Loboyko, Ernest Mason,
Loïc Muzy, Alessandro Patria, Lee Simpson,
April Solomon, and Mali Ware

Cartography

Matt Ryan

Layout

Nicholas Nacario

Proofreading

Grant Dowell

Licensing

Michael O'Brien, James Lowder, and Mike Mason

Licensing Manager

Daria Pilarczyk

Call of Cthulhu Creative Director

Mike Mason

Clear Credit

A Time to Harvest was originally conceived by Brian M. Sammons and Charles P. Zaglanis, and was written by Brian M. Sammons and Glynn Owen Barrass with Mike Mason and Lynne Hardy. The Backstory Connections were suggested by Morgan Hua. The investigator school of study templates were created by Jon Hook. The campaign was originally available as part of Chaosium Inc.'s 2016 Organized Play season.

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This supplement is best used with the *Call of Cthulhu* roleplaying game (either the *Call of Cthulhu: Keeper Rulebook* or the *Call of Cthulhu Starter Set*) and, optionally, with the *Pulp Cthulhu* sourcebook, available separately. Find more Chaosium Inc. products at chaosium.com.

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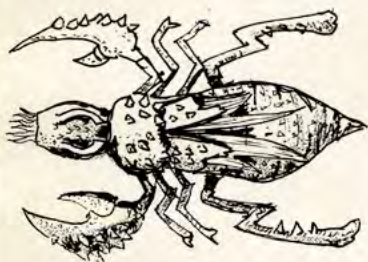
Chaosium Inc.
3450 Wooddale Court
Ann Arbor, MI 48104

PICTORIAL KEY TO SOME COMMON FUNGI FROM YUGGOTH

STANDARD MI-GO WITH 2 NIPPERS,
6 LEGS, AND 4 WINGS



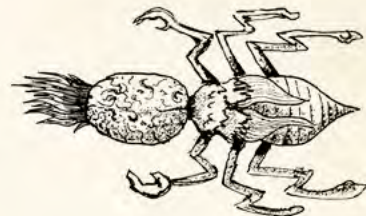
WARRIOR MI-GO WITH
LARGE NIPPERS, MORE
MANEUVERABLE WINGS,
AND HARDENED CARAPACE



WORKER MI-GO WITH
INCREASED STRENGTH,
WINGS REMOVED, AND
HARDENED CARAPACE



SCIENTIST MI-GO WITH
ENLARGED BRAIN, WINGS
REMOVED, AND 6 LEGS



SPY MI-GO WITH
SMALLER HEAD, 4
LIMBS, WINGS
REMOVED, AND
VAT-GROWN HUMAN
HANDS AND FEET



LIBRARIAN MI-GO WITH FUNGAL
BODY (GROWTH CAN FORM A
VARIETY OF SHAPES) AND LONG
TENTACLE-LIKE APPENDAGES



COMPUTER MI-GO
WITH ENLARGED BRAIN
AND ATROPHIED BODY
AND LIMBS



Figure 10-A. A pictorial key to adults of some of the more common Fungi from Yuggoth, as described in the *Necronomicon*. (Courtesy Federated Oil and Chemical, Detroit, Mi.).

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INTRODUCTION

"With five feeble senses we pretend to comprehend the boundlessly complex cosmos, yet other beings with wider, stronger, or different range of senses might not only see very differently the things we see, but might see and study whole worlds of matter, energy, and life which lie close at hand yet can never be detected with the senses we have."

—H. P. Lovecraft, *From Beyond*

A *Time to Harvest* is a *Call of Cthulhu* campaign beginning in late 1930 and intended for a group of four to six student or academic investigators who attend Miskatonic University (MU) in Arkham, Massachusetts. Ten pre-generated investigators, all with links to MU, are provided in **Appendix B** (page 274), either to pick up and play or to act as inspiration when designing your own player characters. Alternatively, the campaign may be played with *Pulp Cthulhu*, with various advice and guidance noted throughout (see also **Appendix B**).

What starts as a university field trip to Vermont draws the intrepid investigators into a dark web of terror and intrigue. The investigators should expect the unexpected as they come

face to face with an implacable foe whose tentacles stretch far across space. Otherworldly plans have been set in motion, which, if brought to fruition, spell doom for humanity. Circumstance also conspires against the investigators as they find themselves in the wrong place at the wrong time, with seemingly random events confounding expectations and presenting a rich tapestry through which they must navigate. Can the investigators prevent calamity or are they destined to witness not only the destruction of an entire community but, potentially, the whole world?

Played out over five chapters, the investigators must unravel the mystery before it's too late. An optional sixth chapter is recommended for *Pulp Cthulhu*, although this can

CONTENT WARNING

A Time to Harvest deals with themes that some Keepers and players may find distressing, most notably child suicide and violence by and against children. This theme, where children potentially become the agents of horror, draws inspiration from numerous genre films and is intended to "wrong-foot" the investigators. While advice is provided on handling these themes within the text, it is advised that the Keeper and their players consider such motifs before play begins so that the Keeper can adjust their presentation to maintain their own and everyone else's comfort levels throughout the campaign. See also **Investigator Ethics** (page 224) for a further discussion on how to handle the topic of violence against minors during the events of **Chapter 5**. There are also examples

of animal cruelty in **Chapter 5** that should equally be cleared with the players before they encounter them in-character. **Chapter 2** also involves a Non-Player Character (NPC)—Robert Blaine—behaving obsessively toward a fellow student, Clarissa Thurber. Some players may feel uncomfortable with this particular plot element and, again, it is recommended that the Keeper discuss the matter with their players to ensure it does not affect anyone's enjoyment of the game. Adjusting such aspects is easily done, whether to tone them down, remove any overt depiction, or to change them entirely. See also the **Consent** box, nearby, for further advice. Presentation is key, and understanding where to cut or to draw a veil and fade to black is a useful skill for the Keeper to employ.

be tailored for classic games if desired (see **Pulp vs. Classic**, nearby, for further details). From encounters with strange creatures, false accusations, a revenge-fueled millionaire, and horrors not of this world, the investigators must work together if they are to find success in a quest to thwart a threat of truly global proportions!

While magical spells, dread Cthulhu Mythos knowledge, and arcane artifacts may offer some help, such things are not necessary to complete this campaign—the only requirement is for brave and steadfast investigators to tread where others fear to do so.

This campaign has been written with novice Keepers in mind, although there is plenty to keep more experienced game runners on their toes. The campaign has a tight focus and progresses through the chapters in a logical and linear fashion. This does not mean that the players and their investigators have no agency or ability to affect the plot—of course they do—but the straightforward through line is designed to be helpful for those for whom this will be their first attempt at running a multi-part campaign. Guidance is provided throughout to help the Keeper navigate through the adventures, including options to better tailor events and scenes to their player group.

With significant portions of the campaign taking place in and around Miskatonic University and Vermont, the Keeper

may wish to read (or re-read) Lovecraft's stories featuring these locations, most notably *The Dunwich Horror*, *The Shadow out of Time*, and *The Whisperer in Darkness*, although such reading is not essential to fully enjoying this campaign. Of all the stories, *The Whisperer in Darkness* would be the most useful for those with limited time, as this tale strongly inspired and influenced the authors.

PULP VS. CLASSIC

The campaign as written is for classic *Call of Cthulhu*, although statistics and advice can be found throughout for those wishing for more action-oriented excitement with *Pulp Cthulhu*. An optional bonus scenario—**Mission to the Moon**—specifically tailored for pulp play, is presented in Chapter 6. While not a core part of the main classic-style campaign, it can easily be adapted for those who wish to enjoy an “out of this world” interlude or end to their adventures.

If *A Time to Harvest* is run with *Pulp Cthulhu*, the Keeper should try not to worry too much about making the players work hard to find clues—asking for the occasional Spot Hidden roll (and so on) for minor hidden clues is fine, but any important clues should be obvious, so that the heroes can get on with the action. Make the campaign as fast-paced as you like but don't forget to give the players some downtime every now and again so they can gather their thoughts and make plans. If it feels like the heroes are kicking their heels or stalling making a decision, bring the action to them—after all, it's quite likely they'll have attracted someone's attention in the course of their inquiries.

Keeper note: the campaign's text refers to “investigators” throughout except for **Chapter 6**, where player characters are referred to as “heroes.” Elsewhere, the terms “investigators” and “heroes” are interchangeable for the sake of convenience. And, if an NPC's profile block contains a Luck score, ignore it if running *A Time to Harvest* as a classic *Call of Cthulhu* campaign.

USING LUCK IN CLASSIC CALL OF CTHULHU

The optional **Spending Luck** rule (*Call of Cthulhu: Keeper Rulebook*, page 99) is recommended when running *A Time to Harvest*. These rules are briefly outlined below for those using the *Call of Cthulhu Starter Set*.

Besides calling for a Luck roll to determine if the investigators are affected by the fickle hand of fate, the players can also spend their Luck points to adjust dice rolls. Often, this can change a failure into a success, but Luck points can

CONSENT

Parts of *A Time to Harvest* deal with “romantic” obsession; there is also the possibility of romantic relationships developing between NPCs and investigators, or even between the investigators themselves. Depending on past experiences outside the game, some players may not feel comfortable with the idea of roleplaying romantic scenes with each other and/or their Keeper; the Keeper may also feel likewise. The Keeper and their players should discuss any concerns they have before the campaign begins in earnest and establish boundaries and consent with respect to any potential in-character romantic relationships that might occur. Even if the players don't raise any concerns during this initial discussion or during the campaign itself, it is the Keeper's duty of care throughout to make sure that the players still agree with the way the story is progressing. It is important to remember that the Keeper's comfort and safety should also be protected and respected as play proceeds.

INTRODUCTION

also be spent to alter the degree of success as well (from a Regular to a Hard success, or from a Hard to an Extreme success, and so on). To adjust a skill roll (but not a Sanity roll or Luck roll), the player “burns” Luck points, spending the amount necessary to turn a failure into a success (or an increased level of success).

For example, if you have Climb 30% but rolled 35 (a failure), you could spend 5 Luck points to adjust the roll to 30 (making it a success). The only limit on Luck spending is the amount of current Luck held by the investigator—be aware that should you be asked to make a Luck roll later in the game, you will be rolling against the new lower value!

Investigators can regain some of their spent Luck points after each session of play by rolling against their current Luck value: if they fail the roll (rolling higher than their current Luck value), they gain +1D10 points; otherwise, if they succeed with the roll, they gain no points. An investigator's Luck may not exceed 99, and their beginning Luck value is never used again and may be exceeded during play.

Using which investigator has the lowest Luck to determine who a monster attacks first, or determining if a weapon or piece of equipment is near at hand, are good ways of helping the players realize that spending Luck is a two-edged sword. And, remember, Luck points cannot be used to adjust a pushed or fumbled roll, a weapon malfunction, damage rolls, Sanity rolls (or rolls to determine how much Sanity is lost), or, obviously, Luck rolls! It's also possible to quite literally run out of Luck, so the pacing of the use of their Luck points could make all the difference between an investigator surviving an encounter or succumbing to the agents of the Mythos.

Note that the ready-made investigator sheets (in **Appendix B**) have boxes for “Starting” and “Current” Luck. The “Starting” box notes a character's beginning Luck, with the “Current” box used to keep track of expenditure during a game session. When Luck is regained at the end of a session, the new Luck value can be updated in the “Starting” and “Current” boxes.



My dream about my Brother



CAMPAIGN BACKGROUND

"My brain whirled; and where before I had attempted to explain things away, I now began to believe in the most abnormal and incredible wonders. The array of vital evidence was damnably vast and overwhelming."

—H. P. Lovecraft, *The Whisperer in Darkness*

This chapter is divided into several sections: a plot overview, the campaign's background, details of the key players and villains of the piece, and the various forms of technology that might make an appearance. It also contains guidance on creating investigators, introducing replacement characters, and the passage of time during the campaign, as well as an option for running pre-campaign scenes to help players establish their characters and get a sense of everyday university life. Finally, details are provided for the two settings where much of the campaign takes place—Cobb's Corners, Vermont, and Miskatonic University, Arkham—including the important sites, buildings, and residents the investigators are likely to meet during the campaign. All of this information is important and reveals secrets that would spoil a player's fun—so, only the Keeper should read beyond this point!

Keeper note: we advise you to carefully read over all of these sections in this chapter several times before starting to play *A Time to Harvest*, as the information contained in them will be useful when running the campaign.

In **Chapter 1: Field Trip**, the first part of the campaign, the investigators head out to Cobb's Corners, Vermont, to carry on the research into folklore and local geology started by a previous ill-fated group of students from Miskatonic University. Things are far from what they seem, and various forces work against them to derail their visit.

In **Chapter 2: Back to School**, the investigators return to Arkham to discover strange things are afoot at Miskatonic University. The behavior of colleagues and friends gives cause for concern, and not only does the fate of the Orne Library hang in the balance, but the fate of the investigators and one of their lecturers is also in question should they fail to act to contain the situation.

A powerful new ally makes the investigators an offer they would be unwise to refuse in **Chapter 3: Federated Oil and Chemical**. If they accept, the investigators find themselves working for a man set on revenge against creatures who have already caused the investigators a great deal of misery. This chapter also brings them face-to-face with new and unexpected threats, as well as an optional sidetrack adventure that serves to prove that not all monsters are alien.

At the behest of their powerful benefactor, in **Chapter 4: Dark Delvings**, the investigators are sent back to Cobb's Corners to pick up their research while seeking traces of a hidden alien menace. Once again, though, all is not what it seems, and the investigators are placed in grave danger by their employer's hubris. On top of that, their discoveries may lead them further than they ever imagined possible—especially if playing the campaign with *Pulp Cthulhu*.

Chapter 5: The Great Harvest potentially concludes the campaign. In it, the investigators are hurled into a nightmare of fire and bloodshed as insane cultists attempt to summon an Outer God. The investigators must race to rescue their comrades who face a fate worse than death, but can they also save the inhabitants of Cobb's Corners from their doom or will they be too late to prevent destruction on a massive scale?

A final, optional scenario remains. In **Chapter 6: Mission to the Moon**, pulp heroes are recruited by Federated Oil and Chemical for one last job, this time to deal with an out of this world threat that offers a chance to save humanity and the Earth from dimension-shattering forces. While intended primarily for those playing *Pulp Cthulhu*, advice is given for adapting this chapter for a classic run through of the campaign, should the Keeper wish to do so. Both chapters 5 and 6 are rounded out with epilogues that provide the Keeper with a range of possible outcomes and potential plot hooks for further adventures.

There are a number of Appendices containing supplementary information. **Appendix A** contains details of the spells used in the campaign that aren't described in the *Call of Cthulhu: Keeper Rulebook*. **Appendix B** contains the investigator sheets for the pre-generated characters (classic and pulp), while **Appendix C** contains the collected player handouts and maps for the campaign.

RECENT HISTORY

In the summer of 1929, Professor Roger Harrold of the Anthropology Department at Arkham's illustrious Miskatonic University (MU) sought students to assist him in a research project cataloguing the folklore of Massachusetts, New Hampshire, and Vermont. Prof. Harrold was delighted to have plenty of young and eager volunteers to choose from, including a number of his first- and second-year anthropology students.

A colleague of Prof. Harrold's, Professor Albert Wilmarth, had reasons of his own for trying to dissuade Harrold from undertaking this research project. Unable to relate his own horrific experiences in Vermont (as described in Lovecraft's *The Whisperer in Darkness*), Wilmarth instead chose to discourage Harrold by questioning the value of his line of research. Unfortunately, this tactic proved to be a big mistake and only served to make the already stubborn anthropologist even more determined to pursue his goal.

When Harrold was unexpectedly denied even modest university funding for his research outing at the last minute (primarily due to Wilmarth pulling strings behind the scenes), he was forced—though quite content—to accept sponsorship money from Federated Oil and Chemical (FOC; **Chapter 3**), arranged with the assistance of Professor Ashley Learmonth, another member of MU's academic staff. Learmonth needed ore samples from Vermont to aid him in his FOC-sponsored research, and he managed to get the company to foot the entire bill for the trip on the understanding that he would send some of his own geology students out into the field alongside Harrold's anthropology students. Officially, FOC was interested in the potential mining profits to be made from the New England hills and claimed the sponsorship was a means of undertaking a relatively cheap initial survey of the area in question; however, this was not the company's only reason for getting involved (**Personal Payback**, page 16).

Relieved that his academic venture could finally forge ahead, Harrold organized his and Learmonth's volunteers into five groups of four, with him heading up a sixth group of three students; each group was then assigned specific areas to visit during the summer break of 1929. One of the groups,

who departed on 26th June to an isolated area straddling the borders of Windham and Bennington Counties, Vermont, consisted of the following students:

- Daphne Devine (anthropology and team leader)
- Boyd Patterson (history)
- Robert Blaine (science)
- John Jeffrey (geology)

John Jeffrey, sent to collect ore samples for Prof. Learmonth, decided to hang out with the other students instead of going out alone to complete his assignment, with the intention of falsifying his reports when it was time to go home. This lack of work ethic was not down to laziness but the fact that Jeffrey had quite simply fallen head-over-heels in love with Daphne Devine and couldn't bear being parted from her. In fact, all three young men developed fond feelings for their brilliant, capable, and beautiful leader, but none fell more in love with her than Robert Blaine. The young lady, on the other hand, only wanted Blaine as a friend. Refusing to be distracted by her companions' amorous intentions, Devine directed her group to compile an impressive amount of factual and anecdotal data during their limited time in the region.

Devine, an astute and openminded young woman, spotted strange patterns in the Vermont folklore she and her fellow students were gathering. Coupled with the attitudes of many local residents, these patterns led her to draw some rather astonishing conclusions, that were, in part, confirmed in a brace of interviews with one Jethro Cratchett (**Looking for the Widow Cratchett**, page 199), a local who was very open to talking about the strange things happening in the hills near **Cobb's Corners** (page 37). Plied with illegal bathtub gin by Blaine, and more than just a little taken with Devine's good looks, Cratchett told them all he knew. His outlandish tales were, on the surface, the stories of a drunken man, yet Devine recognized a touch of authenticity within them. Of course, Devine was smart enough to realize she would need verifiable proof before putting voice to her developing theories.

Subsequent interviews with other nearby residents only reinforced Devine's conviction that the area's Native American and early settler folklore suggested that a region of the nearby hills had been the haunt of supernatural creatures since a time predating the arrival of the European settlers. Furthermore, these beliefs were shared by some of the settlers' descendants even to the present day. Something "real" had to be at the root of such a long-lived legend, and the clever anthropology student was determined to find out what it was.

Upon returning to Arkham, Devine conducted her own personal research in the stacks of Miskatonic University's renowned **Orne Library** (page 58). She presented her

theory to the other students in her research group during a private meeting and proposed a return expedition to the valley around Cobb's Corners to look for physical evidence supporting the local legends of "horrible insect monsters from the sky" that supposedly haunted the nearby mountains. Her colleagues readily agreed. The group submitted a synopsis of their results to date to Prof. Harrold and outlined what they hoped to achieve on their return visit to Vermont. Harrold was glad to see the students enjoying their work and was happy to approve their second outing.

All was going well until August 12th, the night before Devine's group was due to head back to the Vermont hills. Blaine threw caution to the wind and proposed to Devine, who refused him on the spot. Blaine, furious at the rejection, stormed off to drown his sorrows. Later, while returning somewhat inebriated to his off-campus apartment, the hapless science student fell down a flight of stairs and broke his arm. Unable to travel, Blaine was left behind when the other members of his team set off the following morning. Devine and the others came to grief shortly after that.

After no one had seen or heard anything of Devine's group for several days, **Sheriff Dan Spencer** (page 43) grudgingly mounted a search party to locate the missing students. Tragically, Boyd Patterson's corpse was discovered at the foot of the Green Mountains; his body mangled by a long fall. Of Devine and Jeffrey, however, there was no

sign. When this apparent climbing accident and double disappearance became known, Blaine blamed himself and immediately traveled to Cobb's Corners to join the ongoing search, even with his arm aching in its cast. The students' last campsite was found at the foot of Broken Hill, but no trace could be found of either Devine or Jeffrey, and the search was eventually called off.

Unbeknown to anyone at the time, Devine, Patterson, and Jeffrey had succeeded all too well in their search for evidence, and they had run afoul of the Fungi from Yuggoth: the mi-go.

SECRETS REVEALED

Robert Blaine spent the next few months brooding and sinking ever deeper into despair. During this time, Blaine's family persuaded him to speak to a psychologist, although he stopped meeting with his doctor after only three sessions. Deeply disturbed by the implications of his object of desire's disappearance, Blaine applied his keen scientific mind to Devine's suspicions. He all but abandoned his academic studies for private research in the depths of the Orne Library, where he studied Devine's notes and many diverse books looking for answers.

His search took him in pursuit of esoteric knowledge, leading him to spend two weeks in New York, where he used his family's wealth to purchase rare arcane volumes of



occult lore to further his personal inquiries. In these odd writings he discovered that others had chronicled insect demons that uncannily resembled those described by the people of Cobb's Corners. He also found a ritual alleged to summon the vile creatures.

On the evening of January 22nd, 1930, Blaine returned to Vermont. In accordance with the ritual's instructions, he sought out an Earthly domain of the insect demons where he could perform the ritual. He stood at the foot of Broken Hill and chanted the blasphemous words over and over until the mi-go, ever inquisitive, answered his call.

Filled with a sense of terrified achievement, Blaine pleaded with the bizarre buzzing voices for the return of his lost love and, surprisingly, the mi-go agreed. A deal was hastily struck: the Fungi would reunite the lovesick student with Devine, who was still alive—well, part of her, anyway—and in return, Blaine would supply something the mi-go desired: fresh humans from Miskatonic University.

With his scientifically ordered worldview shaken to the core, Blaine was too far-gone to question the motives behind the agreement. He returned to MU, completely insane, to fulfill his part of the bargain. He befriended Prof. Harrold, who shared a common burden of guilt with Blaine over the loss of his star pupil, Daphne Devine, as well as the loss of both Patterson and Jeffrey. When the time was right, Blaine proposed another field trip, to which Harrold reluctantly agreed (**Chapter 1**, page 67).

BURIED TREASURES

In recent years, a number of surveyors in the employ of Federated Oil and Chemical (FOC) have been working in the Vermont hills looking for mineral resources such as coal, oil, and gold. Some of these men disappeared or suffered terrible, fatal accidents—none of which deterred the company, considering what was at stake. Of course, the disappearances and the accidents, while seeming perfectly mundane, were all caused by the mi-go, determined to protect the safety of their bases in the area.

The reason for this sustained interest was the startling and hitherto unknown ore samples sent back to FOC by one of their surveyors, Victor Pasqualle. This ore yielded an unusual metal of significant strength and electromagnetic properties, later named “pasquallium” in the surveyor's honor. Unfortunately, Pasqualle then mysteriously disappeared before communicating the ore's exact location. Subsequently, FOC has tried—unsuccessfully—to discover more of the ore in hopes of exploiting this valuable resource. The ore is one of the rare minerals unique to Earth that the mi-go come here to harvest for their own nefarious purposes.

As far as FOC is concerned, pasquallium has one truly astounding property: it acts as a superconductor at room temperature, meaning zero electrical resistance at 77 degrees F (25 degrees C; an unheard-of property in a metal in the 1920s and '30s). As a superconductor, it also exhibits diamagnetism (it's repelled by magnetic fields). The



62859

PROPERTIES OF PASQUALLIUM

Date: February 20th, 1928

Atomic Weight: 322.430532

Atomic Number: 124

Specific Gravity: 31.4, making it about 1.6 times heavier than gold or uranium.

Color: exhibits pleochroism, as it appears to have two colors, these being green and black.

Luster: metallic to pitchy and dull.

Texture: in its raw state, it has a very rough texture reminiscent of sandpaper. In addition, it possesses a greasy feel, even after it has been worked into other forms.

Transparency: crystals are opaque.

Crystal System: isometric, $6/m \bar{4} 3/m$

Crystal Habit: large botryoidal, dark, lamellar reniform aggregates. Defined octahedral and cubic crystals are few.

Cleavage: rare in any direction due to the overall brittleness involved.

Hardness: on the Mohs scale of hardness it would rate greater than ten for its resistance to scratching—harder than diamond. Nothing we currently possess can scratch it.

Malleability: the Brinell test is useless for determining its overall toughness as there currently isn't a hard-enough metal to make an impression in it.

Reactivity: it is unaffected by extremes of air, moisture, acids, or solvents. When exposed to detonation however, it undergoes a rapid chemical change followed by an explosive reaction.

Associated Minerals: none.

Melting Point: 8420 degrees F/4660 degrees C—compare to the current record holder tungsten, which melts at around 6170 degrees F/3410 degrees C.

Other Characteristics: non radioactive; very brittle—once its threshold for stress has been reached, it shatters instead of bending.

Notable Occurrences: Vermont, exact location unknown. Speculation exists for deposits in the Andes, Appalachia, the Himalayas, and possibly regions deep beneath the Earth's crust.

Best Field Indicators: color, luster, texture.

applications for such an element are legion: it could be of great use in armaments and armor, for conducting electricity, for making trains that travel above magnetized rails, for making metals that don't rust, and so on.

Of far more interest to the mi-go is the amazing potential this metal yields when used in Gate construction. When the metal is manufactured into certain shapes and angles, two realities can be anchored to each other, so that they coexist in the same space, allowing instant transport from one place to another without the usual cost in magic points. The only drawback is that the ore is a finite resource and it requires a huge amount of power to energize even a small piece. The ore is also difficult to find, and it is mostly located in small, sparsely scattered quantities.

Keeper note: in a *Pulp Cthulhu* campaign, the metal extracted from the ore is being used by the mi-go to fashion an enormous dimensional Gate on the far side of the Moon (**Chapter 6**). If this "Moon Gate" is completed, it will provide a permanent route for the mi-go to come and go as they please. Even worse, its activation will wipe out humankind as the two realities—ours and theirs—collide.

FOC approached Prof. Ashley Learmonth, an eminent metallurgist, to assist them in identifying and classifying the metal extracted from Victor Pasquale's unusual ore. Through his work, Learmonth has spotted opportunities both for himself and for MU, hence his instrumental role in obtaining sponsorship and places for his science students on Prof. Harrold's original Vermont field trip. Learmonth also knows of the new impending expedition (**Chapter 1**) and has once again arranged for corporate sponsorship from the very helpful people at FOC.

THE MI-GO'S MOTIVES

So, why are the mi-go so interested in Miskatonic University and its field trips? The truth is that Victor Pasquale discovered the new ore in a long-abandoned mi-go mine in Vermont. The old workings are not particularly important to the mi-go, as they have mostly dug the surrounding hills dry—although the occasional lump of ore can (obviously) still be found there, from time to time. The problem is that the old mine is located inside Broken Hill, close to Cobb's Corners, and it connects to a mi-go base beneath nearby Round Hill. The Fungi do not want their main outpost in the region discovered by meddling humans and will abandon it only as a last resort.

The mi-go want students from MU so they can utilize them as agents (of a sort) to recover any pertinent evidence of pasquallium from the university. They intend to remove the living brains from the members of the latest field trip and use their bodies as vessels for the brains of mi-go allies they already have in their possession. Such perfectly disguised agents are preferred since the mi-go do not wish to attract undue attention by actually visiting a large population center themselves. Nor do the Fungi wish to make use of their few valuable, fully whole human allies in such a risky venture. Familiar students will draw far less attention at the university than any outsider could hope to achieve.

Once all the physical evidence of the ore has been recovered from MU, the mi-go intend to turn their attention toward FOC and its millionaire owner, Mr. Michael Abelard.

PERSONAL PAYBACK

A huge international company formed in 1908, Federated Oil and Chemical (FOC) is involved in the exploitation of mineral resources including oil, coal, and natural gas, among others. They also manufacture raw chemicals for industrial use. FOC has major facilities in Canada, Great Britain, Italy, and three in the United States, as well as other smaller operations worldwide.

Michael Abelard is FOC's founder and current president of the board. Horrendously wealthy in postcrash America, he wields great financial and political clout, yet his personal life has been marred by tragedy. His beloved wife Maria died giving birth to a son who also didn't survive the ordeal. His other son, Michael Jr., was later killed in a climbing accident in the Pyrenees. Abelard lost the use of his legs during the same accident. Now a wheelchair user, he runs FOC with draconian vigor and the keen mind and ruthlessness of his youth.

Since the death of his son, Abelard has financed many surveys in geographically remote areas under the guise of expanding FOC's global power. The real purpose behind these surveys is his relentless pursuit of the mi-go, whom Abelard blames for his son's death. Wanting revenge, he pursues any and all possible mi-go sightings. He has only recently turned his attention toward the United States, having previously believed that remote ranges, such as the Andes and the Himalayas, offered the best chance of catching up with the alien creatures. Through Abelard, the investigators will be forced to face not only the mi-go, but also deep ones and, potentially, a serial killer (**Chapter 3**).

KEEPER CONSIDERATIONS

The following section includes information on creating and involving suitable investigators, as well suggestions for an alternative beginning focused on small scenes that permit the players to develop and explore their investigators' everyday lives just prior to their trip to Vermont. It also contains advice on how to pace the campaign's events to best suit the group's style of play.

A selection of ten ready-made student investigators can be found in **Appendix B**, should you wish to forego creating new characters.

INVOLVING THE INVESTIGATORS

Ideally, players should create new investigators for *A Time to Harvest*, ones who are students (under- or post-graduate) at Miskatonic University—giving them a good reason to become involved in the events of this campaign. More specifically, they should be from either the College of Languages, Literature, and the Arts or from the College of Sciences (see the **Miskatonic University Academic Structure** box, nearby, for more details). Investigators

could, of course, belong to any of the colleges and schools mentioned, though particular focus should be given to Human Conduct (Anthropology), Rhetoric (English), Applied Sciences (Metallurgy), and Natural Sciences (Geology) to give them the highest likelihood of being recruited to the upcoming expedition.

It is not beyond the bounds of possibility that housemates or friends, perhaps those studying medicine or law, might be drawn into the campaign in the opening stages or be called upon to become replacement investigators later on—in **Chapter 2**, for example (see also **Replacement Investigators**, page 225).

STUDENT TEMPLATES

If the Keeper wishes, the following templates can be used to help create MU student investigators. Each template is based on a particular college of study. Each offers a range of core skills combined with two skills drawn from their specific area of study (eight skills plus Credit Rating). A player creating a student investigator takes the core skills listed for their college of study and the applicable skills for their school's discipline. The player generates and spends personal interest skill points on any skills, except Cthulhu Mythos, exactly as described in the *Call of Cthulhu: Keeper Rulebook*, page 36.



A study session in the cafeteria

College of Language, Literature, and the Arts**Occupation Skill Points:** (EDU×2) + (POW×2)**Credit Rating:** 5–10**Suggested Contacts:** academics and other students, while graduate students may also know working writers and/or artists.**Skills (Core):** History, Language (Other), Language (Own), Library Use, Listen, and Art/Craft (Art History) or Physical Education—pick one: Climb, Dodge, Fighting (Brawl), Jump, Swim, or Throw.

- **Skills (School of Antiquities):** Archaeology and Language (Other Classic—Greek or Latin).
- **Skills (School of Fine Arts):** Art/Craft (Specific Discipline) and Psychology.
- **Skills (School of Human Conduct):** Anthropology and Geography.
- **Skills (School of Rhetoric):** Language (Other Classic—Greek or Latin) and Language (Other Modern).
- **Skills (School of Natural and Revealed Religion):** Occult and Science (Philosophy).



MISKATONIC UNIVERSITY

ACADEMIC STRUCTURE

Miskatonic's academic body comprises the following departments:

- Administration
- College of Languages, Literature, and the Arts
- College of Sciences
- College of Medicine
- College of Law and Business

The College of Language, Literature, and the Arts houses five schools:

- Antiquities (Classics, Archaeology)
- Arts (Fine, Music)
- Human Conduct (Anthropology, Geography, History)
- Rhetoric (Classical and Modern Languages, English)
- Natural and Revealed Religion (Philosophy, Religion).

The College of Sciences houses four schools:

- Applied Sciences (Engineering, Metallurgy)
- Natural Sciences (Biology, Geology)
- Physical Sciences (Chemistry, Physics)
- Mathematics

College of Science**Occupation Skill Points:** (EDU×2) + (INT×2)**Credit Rating:** 5–10**Suggested Contacts:** academics and other students, while interns and graduate students may also know scientists, physicians, and/or business people in the scientific community.**Skills (Core):** History, Language (Other), Language (Own), Library Use, Listen, and Physical Education—pick one: Climb, Dodge, Fighting (Brawl), Jump, Swim, or Throw.

- **Skills (School of Applied Sciences):** Science (Engineering) and Science (Metallurgy).
- **Skills (School of Natural Sciences):** Science (Biology) and Science (Geology).
- **Skills (School of Physical Sciences):** Science (Chemistry) and Science (Physics).
- **Skills (Astor School of Mathematics):** Science (Applied Mathematics) and Science (Mathematics).

College of Medicine**Occupational Skill Points:** EDU×4**Credit Rating:** 5–10**Suggested Contacts:** academics and other students, while interns and graduate students may also know scientists, physicians, and nurses in the medical community.**Skills (Core):** First Aid, Language (Latin), Language (Own), Library Use, Medicine, and Science (Biology).

- **Skills (School of Medicine):** Psychology and Science (Chemistry).
- **Skills (School of Nursing):** Charm and Psychology.
- **Skills (School of Physical Education):** Physical Education—pick two: Climb, Dodge, Fighting (Brawl), Jump, Swim, or Throw.

College of Law and Business**Occupation Skill Points:** (EDU×3) + (INT×1)**Credit Rating:** 5–10**Suggested Contacts:** academics and other students, while interns and graduate students may also know lawyers, judges, law enforcement officers, and business people in the community.**Skills (Core):** Accounting, History, Language (Own), Library Use, Listen, and Physical Education—pick one: Dodge, Fighting (Brawl), Fighting (Fencing), Jump, Swim, Throw, or Climb.

- **Skills (School Law):** Law and social skill—pick one: Charm, Fast Talk, Intimidate, or Persuade.
- **Skills (School of Business):** Persuade and Psychology.

EXISTING RELATIONSHIPS

Besides studying on a course whose students would be aware of Prof. Harrold's new expedition, it would also be useful if at least one of the investigators had a relationship of some sort with John Jeffrey, one of the missing students who took part in the first visit to Cobb's Corners. Jeffrey was studying geology, so the relationship may have been academic or social—a course mate, a teammate, a friendship, or possibly even a failed or illicit romance. More on Jeffrey can be found in the **Recent History** section of this chapter (page 12), as well as in **Chapter 1 (Dramatis Personae, page 76, and The Dream Gate, page 84)**. Likewise, another investigator might have a backstory connection with Boyd Patterson (whose body was discovered at the foot of the Green Mountains), providing additional motivation and a desire to find out just how Patterson fell to his death (**The Dream Gate, page 84**).

The Keeper may wish to read the **Chapter 1 Dramatis Personae** entries (page 69) for the other students who will be accompanying the investigators to Cobb's Corners in case they wish to encourage the players to build relationships there, too, during investigator creation (see also **Getting to Know You, page 77, and the Backstory Connections box, page 78**). Such relationships could also be established or further explored in any pre-campaign scenes the Keeper wishes to stage for their players, as discussed in **An Alternative Beginning (page 20)**. Creating such connections before play begins helps invest the players in the other students' fate, as well as providing clues that something is amiss in **Chapter 2**.

Links to Federated Oil and Chemical

Alternatively, one or more of the investigators may instead be acting as a representative of FOC, possibly accompanying the science students on their survey as an observer to make sure that they're fulfilling the terms of the sponsorship (officially, at least), or perhaps in the role of support staff. A metallurgy or geology student may even be studying on an FOC-backed scholarship, interning for the company outside term-time.

Keeper note: regardless of their qualifications and affiliations, the investigators should not have any prior knowledge of the mi-go. This is one reason why it is better to create new, bespoke investigators for this campaign rather than involving ones who have in-depth experience of the Mythos, particularly if they've encountered the Fungi during their previous misadventures.

EXISTING INVESTIGATORS

While creating new investigators may be the ideal situation, this doesn't mean that *A Time to Harvest* can't be integrated into an ongoing campaign. Indeed, there are a number

of options available to the Keeper that can be tailored, as necessary, to bring existing investigators and pulp heroes into the action:

- Prof. Learmonth has a personal stake in the scientific aspects of the field trip. Perhaps one or more of the investigators is an ex-student of his and the professor manages to secure them and their colleagues an invitation to join the expedition.
- Given the disastrous previous venture, Prof. Harrold has some misgivings about the upcoming field trip, although not enough to warrant its cancellation (especially after Blaine's coercion). As he cannot be away from his pressing university work, he arranges for some of his acquaintances—present or former, academic or otherwise—to accompany the students to ensure their safety.
- Prof. Wilmarth, deeply concerned about the new field trip and the dangers it might bring, manages to plant sympathetic students and/or colleagues onto Harrold's roster with instructions to keep him informed of any unusual occurrences. These "plants" might even be ringers, i.e., they may be pretending to have the necessary areas of expertise.
- Michael Abelard of FOC hires suitably qualified investigators to supplement the personnel involved in the survey, as well as more "handy" individuals to ensure no one goes missing this time. In this case, Abelard is looking for objective reports on the field trip and its discoveries. Note, though, that the investigators don't get to meet Abelard face-to-face just yet—that won't happen until **Chapter 3**.

The Keeper should also look at the investigators' backstories to see if there are any hooks that can be used to pull them into the story on a more personal level. For example, was one of the missing students a member of the investigator's own family or that of a close friend or respected colleague? Or, is the investigators' involvement more a case of being in the wrong place at the wrong time? Are the investigators pursuing their own line of investigation in Vermont when they get sidetracked after stumbling across Prof. Harrold's students, embroiling them in the mysteries surrounding Cobb's Corners?

REPLACEMENT INVESTIGATORS

As the campaign progresses, it is likely that one or more of the investigators will depart the game due to insanity or death. Any of the options above could be used to bring in a replacement character. In most cases, a student friend or concerned university staff member might be the most realistic option; however, other locations in the campaign present different opportunities, such as someone the

investigators meet in Vermont (**Chapters 1, 4, and 5**) or an FOC technician (**Chapters 3–6**). Be aware of the various non-player characters (NPCs) and whether their interaction with the investigators could be the spur to rally them into becoming a fully-fledged replacement player character. If all else fails, Michael Abelard could recruit fresh blood to protect his interests and pursue his revenge, although a handsome pay check and professional pride may not be enough of a motivation for some investigators.

OTHER CONSIDERATIONS

A Different Era?

While the nominal date for this story is 1930, the actual year is of little importance, and this campaign would work equally well if presented in the 1890s or even the modern era. The Keeper would only need to adapt the various dates as well as the names of some unique characters from the Miskatonic University of the 1930s—two characters in particular would definitely need to be renamed if the Keeper wishes to mesh the campaign closely with Lovecraft's stories: Prof. Albert N. Wilmarth and Dr. Henry Armitage. (See *The Whisperer in Darkness* and *The Dunwich Horror*, both predominantly set in 1928.)

Useful Skills

Whether creating new investigators or involving pre-existing ones, there are several skills that will prove useful as they navigate their way through the events of *A Time to Harvest*. Key skills include: Anthropology, Archaeology, Art/Craft (Photography), Drive Auto, First Aid, History, Jump, Library Use, Listen, Locksmith, Medicine, Natural World, Navigate, Occult, Psychology, Science (Biology), Science (Botany), Science (Geology), social skills (Charm, Fast Talk, Intimidate, and/or Persuade), Spot Hidden, Stealth, Swim, and Track. Ensuring a mix of these skills across the various investigators is recommended. Of course, where such skills are not taken, the players may have to rely on using up Luck points to achieve success (see **Spending Luck**, page 99 in the *Call of Cthulhu: Keeper Rulebook*) and/or employ the skills of friendly NPCs.

And, Finally...

If using the pre-generated investigators provided, don't forget that the players need to determine their investigators' Luck values before the game begins. To do so, have them roll 3D6 and multiply the result by 5, then fill in the appropriate number in the Starting Luck box on their investigator sheet.

AN ALTERNATIVE BEGINNING

It is assumed that the players will create bespoke student investigators or use the ready-made ones for the campaign. As such, **Chapter 1** starts with these investigators departing Miskatonic University and heading to Vermont to undertake field research; they do not return to MU until **Chapter 2**—and some of them may not truly return at all, depending on what happens at the end of their initial visit to Cobb's Corners. This setup drops the investigators straight into the plot as well as an unfamiliar setting where not all of the locals are pleased to see them. However, some Keepers may prefer to begin the campaign more gently by facilitating some pre-campaign scene setting.

Using scene setting allows the players to establish their characters' everyday lives in their own minds before the drama and madness of the main plot take hold. In addition, setting up the investigators' mundane university existence helps to establish MU as both "home" and "safe"—concepts that become twisted and warped during the events of **Chapter 2**.

If the Keeper decides to use scene setting, they should ask the players one at a time to describe their investigator's typical day at Miskatonic University. What lectures did they attend? Did they have a seminar with a professor? Were they cramming in the library? Did they attend any student societies they're a member of? Did any of the investigators get together at any point? What did they do? And so on.

Keeper note: if one or more of the investigators doesn't belong to MU, adapt the questions to establish what their normal day is like. For example, if they're employed by FOC, what is their role there? What are their daily duties? What's the food in the canteen like? And so on.

Asking one or two open questions of each player hopefully spurs their imagination and helps to visualize their investigator's daily routine. Going around the table in this way also helps the players build a collective framework for the everyday comings and goings at the university (or their usual place of work).

Keeper note: make sure the players keep these descriptions brief and to the point—they're intended to establish Miskatonic's daily routine and flesh out the investigators' lives on campus, not form an epic narrative in their own right.

If everyone enjoys this scene setting, the Keeper may also wish the players to run through a few actual short scenes involving one or more of their investigators to help them develop their characters more fully. If they do, it's important to ensure that everyone gets their spot in the limelight and that the scenes are kept short and on point. A scene could relate to or highlight differing investigator backstories, or even how the investigators met, confirming and deepening

any relationships that may have been tentatively established during investigator creation. Possible scenes could include participation in a student society activity, a lunchtime gathering, a social engagement, and so on.

Keeper note: you might find it useful to jot down a few notes for use later in the campaign. Things to note could include: names of professors, names of NPC friends, roommates, and the like. Store such information away until needed (likely in **Chapter 2**). The game becomes quite immersive when you are able to use setting material invented by the players in the game, and some of the NPCs may even find themselves repurposed as replacement investigators, if the need arises!

THE PASSAGE OF TIME

The amount of in-game time that elapses during *A Time to Harvest* is relatively elastic. For example, **Chapter 1** begins during the summer break at Miskatonic University and is intended to take place over the course of five days, but it could easily stretch to a week or two, depending on the investigators' actions and the Keeper's desired timeframe. **Chapter 2** takes place during the fall semester, so the investigators not only have to worry about figuring out what is going on, but they also have to attend classes and attempt to maintain some semblance of a normal life. As a result, this section of the campaign could take

anything from a few weeks to a month or longer. Likewise, the investigators might deal with the events of **Chapter 3** in a couple of weeks—less, if they emerged from the events of Chapter 2 relatively unscathed—or it might take them at least a month, especially if they become embroiled in the sidetrack investigation in La Tuque (**Mission to Canada**, page 170). **Chapters 4 and 5** happen in a relatively short space of time—a couple of days at most—as the situation heats up and the campaign thunders toward its climax. And, if using *Pulp Cthulhu*, there's also the optional **Mission to the Moon** (Chapter 6) where things are likely to move swiftly and end quickly.

Having said that, the investigators should be permitted to take the time they need to conduct their inquiries at their own pace. However, it's important to make sure they aren't dawdling around in any one location for too long to avoid the action becoming stale.

Keeper note: when necessary, don't be afraid to drive the story forward and revitalize player engagement through dramatic events, horrific realizations, and appropriate clues—remember, what works for *Pulp Cthulhu* also works for classic (**Pulp vs. Classic**, page 8), as long as you tone it down a little. Try to maintain a steady tempo, leaving some time for players to gather their thoughts, while also building to thrilling climaxes where quick thinking on their investigators' part is a necessity.



THE VISITORS

It is now time to describe one of the campaign's main protagonists—the mi-go—in further detail, as well as their technology and science, and how they can be used by the Keeper during *A Time to Harvest*.

ABOUT THE FUNGI

The Fungi from Yuggoth are an interstellar race with a main colony in our solar system on Yuggoth (what we know today as Pluto; **The Ninth Planet?**, nearby). Poly-dimensional sentient fungi, the mi-go communicate with one another using telepathy and by changing the colors of their brain-like heads. They can communicate with humans by producing a buzzing, insect-like voice. They are able to fly through the interstellar aether on their great wings, though Earth's atmosphere makes their in-flight maneuverability clumsy at best.

THE NINTH PLANET?

The existence of a ninth planet in our solar system was mooted in the late 19th century by various astronomers based on their observations and calculations. Among those hunting for it in the early 20th century was the Lowell Observatory in Flagstaff, Arizona. Percival Lowell, its owner, was already well known in astronomical circles for his pronouncements that the so-called “canals” on Mars had indeed been constructed by Martians to carry water across their planet. Lowell—and others—observed Pluto several times without realizing it before Lowell's proposed “Planet X” was allegedly identified in February 1930 by Clyde Tombaugh at the Lowell Observatory. There followed many excited reports on the discovery by the world's press.

Invisible to the naked eye, Pluto was named in May 1930 after the Roman god of the underworld, following a suggestion by English schoolgirl and mythology enthusiast, Venetia Burney (whose grandfather had been the head librarian at the Bodleian Library, Oxford University). Its identity as the alleged ninth planet was always disputed due to discrepancies between its observed and predicted size and brightness. The existence of Lowell's Planet X was discredited in the late 20th century, and Pluto was officially demoted to a dwarf planet in 2006.

Masters of science and bioengineering, the mi-go grow or surgically adapt their bodies to suit differing environments or roles. In all cases, due to their poly-dimensional nature, they cannot normally be captured by human photography. After death, a mi-go dissolves into a puddle of yellowish-green goo—this can take as little as a few minutes to several hours depending on the environment and circumstances of the creature's demise.

The Fungi have numerous mining colonies in Earth's mountains where they hunt for rare ores found only on this planet. Unable to eat terrene food, the mi-go must import their sustenance from other worlds.

The mi-go worship both Nyarlathotep and Shub-Niggurath, and possibly others. To simplify their operations, they hire or compel human agents to front their activities on Earth and, consequently, establish new or commandeer existing cults as needed to suit their purposes.

ADAPTED VARIATIONS

During the campaign, the investigators are likely to catch a glimpse of—but hopefully avoid too much direct contact with—a variety of mi-go not discussed in the *Call of Cthulhu: Keeper Rulebook*. Masters of bioengineering, the mi-go adapt themselves according to the task at hand, growing or adding, transforming, and deleting parts as necessary.

Mi-go are physically altered to suit the needs of the colony. The winged mi-go that kidnapped an inquisitive farmer tonight could very well be a wingless scientist tomorrow. Those acting as soldiers are faster and tougher than scientists, who, as well as usually being wingless, also have a larger head due to their genetically-increased intellect. Workers are hardy and strong but not necessarily designed for combat, while the mi-go that spy on humanity or contact human agents are wingless, have fewer arms, and possess a more humanoid shape to help in avoiding detection.

Any variant is conceivable, and it would be beyond the scope of this book to try to document all the combinations possible to a race with the regenerative nature, scientific prowess, and lack of individual identity that the mi-go possess. Thus, the Keeper should feel free to be creative if the mood takes them.

For the purposes of this campaign, the five most common varieties of mi-go an investigator is likely to encounter are detailed in the following sections, along with two other variations: the mi-go computer and librarian (both of whom appear in **Chapter 4**; pages 210 and 212, respectively). In addition, statistics are given for the mi-go engineered human clone bodies that are used to house the brains of trusted human agents.

Keeper note: with the exception of the computer and the librarian, the profiles provided in this chapter are generic so that you may roll up your own versions of each type of mi-go as you need them. Ready-to-use stat blocks are provided for you in the relevant chapters in which the creatures appear, although you will need to refer back to **Common Abilities** (following) for a full description of their various powers. Unless otherwise stated, assume that any mi-go the investigators encounter are “standard” examples of their race.

REGENERATIVE PROPERTIES

Much like the deep ones, the mi-go are possessed of long—if not immortal—lives. In the Fungi’s case, this is due to a regenerative nature powerful enough to regrow limbs and organs over time. The process can be slow, taking days, weeks, or months depending on the extent of damage and complexity of the limb, so the mi-go have found it more efficient to simply replace lost limbs and organs with ready-to-go vat-grown copies. In game terms, mi-go regenerate 1 hit point per hour. Those trying to track a wounded mi-go will be in for a disappointment. By the time it’s 10 feet (3 m) away, the “blood trail” has already stopped.

Once reduced to zero hit points, even the mi-go’s self-healing properties cannot stop the critical failure of their internal organs, and they quickly dissolve into a puddle of slime.

COMMON ABILITIES

All mi-go (except the computer and librarian) have the following special powers, unless otherwise noted.

Hypnosis

By introducing ultra-high and ultra-low frequency tones into its buzzing, a mi-go can put one or more humans listening to it into a trance state. Those within 40 feet (12 m) of a buzzing mi-go must succeed in an opposed POW roll or they become incapable of action.

Telepathy

Mi-go utilize a weak form of telepathy to communicate in addition to (or allied with) communication via changing the color of their heads. This telepathy is constant, operating on both a conscious and subliminal level, and it can be used to express raw data, such as the presence of intruders in a base.

On a less conscious level, it allows coordination of their movements in a frighteningly efficient manner, as each “feels” what the other is going to do. Some, such as the mi-go computer and possibly the mi-go spy, have had these abilities raised to levels above those of their comrades.

Some mi-go can consciously use telepathy on others, although it costs a varying number of magic points to do so. The effective range is 50 yards/meters and, like the mi-go’s communications with one another, is easily blocked by stone and other obstructions. The mi-go’s living computers have a greater range for sending and receiving.

Sending simple thoughts and images to a human mind costs 1 magic point per sending and involves an opposed POW roll if the human is unwilling. This communication can be used over time to drive a person insane if the mi-go sends Mythos knowledge or mental pictures of Mythos entities (the exact amount of Sanity loss and accompanying gains in Cthulhu Mythos are determined by the information sent).

Ongoing telepathic communication with humans within 50 yards/meters is also possible at a cost of 1 magic point per 5 rounds. As with single thoughts and images, a human can resist such communication by succeeding at an opposed POW roll.

Void Light

Creates a sink from which photons cannot emerge. The mi-go must spend 1 magic point for every cubic yard/meter of blackness desired. No light can escape the affected area, making a useful visual protection for these fragile aliens. The darkness may take the form of a sheet or a spherical volume.



Mi-Go

COMMON TYPES

Mi-Go, Standard

A typical example, with only basic modification for living and working on Earth.

	Roll	Average
STR	3D6×5	50–55
CON	3D6×5	50–55
SIZ	3D6×5	50–55
DEX	4D6×5	70
INT	(2D6+6)×5	65
POW	(2D6+6)×5	65

Average Hit Points: 10–11

Average Damage Bonus (DB): none

Average Build: 0

Average Magic Points: 13

Move: 7/13 flying

Combat

Attacks per round: 2 (claws) or 1 (seize or weapon)

May attack in hand-to-hand combat with its two crab-like claws or utilize a weapon.

Seize (mnvr): attempts to seize a target (of equal Build or smaller) and then fly into the sky to drop the victim from a height (1D6 damage per 10 feet/3 m) or carry them away.

Fighting	45% (22/9), damage 1D6+DB
Seize (mnvr)	45% (22/9), see above
Dodge	35% (17/7)

Skills

Varies, as determined by the Keeper.

Armor: none, however their resonating extra-terrene body causes all impaling weapons to deal minimum damage.

Spells: 25% chance that a mi-go knows 1D3 spells of the Keeper's choosing.

Sanity Loss: 0/1D6 Sanity points to encounter a mi-go.

Mi-Go Soldier

These are the mi-go's "special forces." Designed to be fast killing machines, they were used against the elder things and Cthulhu spawn during the wars fought over this planet in times past. The addition of large, lobster-like front claws, a hardened carapace, and glands which produce an adrenaline-like substance, as well as superior combat training, make these mi-go truly devastating in battle. The wings of these aliens are far more maneuverable in our atmosphere than those of their lesser kin.

	Roll	Average
STR	(4D6+6)×5	100
CON	(4D6+6)×5	100
SIZ	(4D6+2)×5	80
DEX	(4D6+2)×5	80
INT	(2D6+6)×5	65
POW	(2D6+6)×5	65

Average Hit Points: 18

Average Damage Bonus (DB): +1D6

Average Build: 2

Average Magic Points: 13

Move: 9/11 flying

Combat

Attacks per round: 2 (claws) or 1 (weapon)

Fighting	70% (35/14), damage 1D8+DB
Spore gun*	60% (30/12), damage special
Electric gun*	65% (32/13), damage 1D10 + special
Mist projector*	60% (30/12), damage 1D10 per round
Dodge	45% (22/9)

*See *Spore Gun* (page 32), *Electric Gun* (page 30), *Mist Projector* (page 31).

Skills

Varies, as determined by the Keeper.

Armor: 3-point carapace; extra-terrene body causes all impaling weapons to deal minimum possible damage.

Spells: 30% chance that a mi-go soldier knows 1D3 spells of the Keeper's choosing.

Sanity Loss: 0/1D6 Sanity points to encounter a mi-go soldier.



Mi-Go Soldier

Mi-Go Scientist

Mi-go scientists are easily distinguished from their brethren by the size of their heads, these being roughly twice the size of typical mi-go. Whatever foul substance that constitutes the mi-go's brain matter is slowly injected into their cranial cavity, where its alien composition adheres to the already present matter, further expanding the creature's computational abilities. The mi-go's regenerative properties allow it to slowly expand its brain casing as the brain matter is fed into it; otherwise, it would burst like an overripe pumpkin.

The duties of the mi-go scientist include the design of new technology and the interrogation of captive brains. These mi-go are most often found wingless and with only 4 to 6 limbs.

	Roll	Average
STR	(2D6+4)×5	55
CON	(2D6+4)×5	55
SIZ	(2D6+4)×5	55
DEX	(2D6+4)×5	55
INT	(6D6+3)×5	120
POW	(2D6+6)×5	65

Average Hit Points: 11

Average Damage Bonus (DB): none

Average Build: 0

Average Magic Points: 13

Move: 8

Combat

Attacks per round: 2 (claws) or 1 (weapon)

Fighting	30% (15/6), damage 1D6+DB
Spore gun*	30% (15/6), damage special
Electric gun*	25% (12/5), damage 1D10 + special



Mi-Go Scientist

Mist projector*	30% (15/6), damage 1D10 per round
Dodge	30% (15/6)

*See *Spore Gun* (page 32), *Electric Gun* (page 30), *Mist Projector* (page 31).

Skills

Varies, as determined by the Keeper.

Armor: 2-point; their resonating extra-terrene body causes all impaling weapons to deal minimum damage.

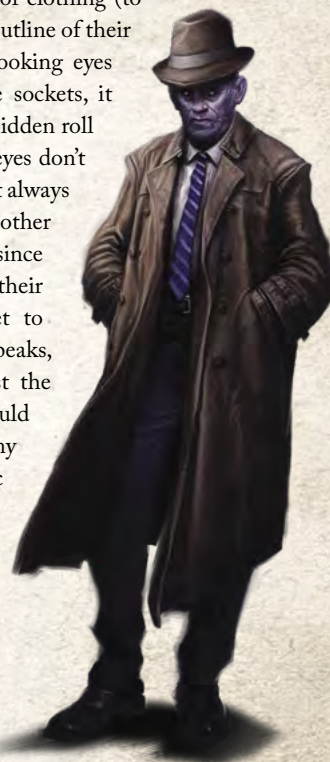
Spells: 40% chance that a mi-go scientist knows 1D3 spells of the Keeper's choosing.

Sanity Loss: 0/1D6 Sanity points to encounter a mi-go scientist.

Mi-Go Spy

In order to pass casual scrutiny in human society the spy has its wings and some of its limbs excised; its ellipsoid head is reduced in size, given a narrower shape that no longer changes color, and the tendrils are detached. Claws are removed and replaced with vat-grown human-like hands and feet. The vocal chords are then surgically enhanced to better approximate human speech. The spies usually wear specially constructed headgear (as described in *Living Masks*, page 31).

Dressed in several layers of clothing (to better disguise the unusual outline of their bodies) and with organic-looking eyes fitted into their mask's eye sockets, it requires a successful Spot Hidden roll to notice that this person's eyes don't blink and that their lips don't always move when speaking. Another sure giveaway is that, since mi-go "breathe" through their carapace, a spy may forget to "pause for breath" when it speaks, thus rambling on long past the point when a human would have stopped for air. Many spies have their telepathic abilities boosted so they can more easily probe the minds of humans.



Mi-Go Spy

	Roll	Average
STR	(2D6+4)×5	55
CON	(2D6+4)×5	55
SIZ	(2D6+4)×5	55
DEX	(2D6+4)×5	55
INT	(2D6+6)×5	65
POW	(2D6+6)×5	65

Average Hit Points: 11

Average Damage Bonus (DB): none

Average Build: 0

Average Magic Points: 13

Move: 8

Combat

Attacks per round: 2 (claws) or 1 (weapon)

Fighting	30% (15/6), damage 1D6+DB
Spore gun*	30% (15/6), damage special
Electric gun*	25% (12/5), damage 1D10 + special
Mist projector*	30% (15/6), damage 1D10 per round
Dodge	50% (25/10)

*See *Spore Gun* (page 32), *Electric Gun* (page 30), *Mist Projector* (page 31).

Special Abilities

Mental Probe: using telepathy, a mi-go spy may delve into a human mind at the cost of 3 magic points plus 1 point per round following; unwilling targets must be overcome with an opposed POW roll. Each round, the mi-go may delve deeper into the recipient's thoughts until the entire contents of its mind have been absorbed (approximately taking 5+1D4 rounds at the Keeper's discretion). The exact nature of the mi-go's discoveries from a mental probe is determined by the Keeper. This is an unpleasant task for the mi-go—human emotions and feelings of individuality are utterly alien to them, and our primitive senses tend to leave them disoriented.

Skills

Listen 60%, Spot Hidden 60%, Stealth 70%, plus any other required skills as determined by the Keeper.

Armor: none; their resonating extra-terrene body causes all impaling weapons to deal minimum damage.

Spells: 30% chance that a mi-go spy knows 1D3 spells of the Keeper's choosing.

Sanity Loss: 0/1D6 Sanity points to encounter a mi-go spy in its true form.

Mi-Go Worker

The mi-go worker has been modified to perform such physically demanding jobs as the creation or expansion of bases, mining, and a host of more menial tasks calling for the application of brute force. To this end, the mi-go worker is hardier, stronger, and a great deal larger than a typical mi-go. Its carapace has been hardened to resist damage from falling rocks, and its wings are normally removed unless they are necessary to complete its tasks.

	Roll	Average
STR	(3D6+6)×5	80–85
CON	(3D6+6)×5	80–85
SIZ	(3D6+6)×5	80–85
DEX	3D6×5	50–55
INT	(2D6+6)×5	65
POW	(2D6+6)×5	65

Average Hit Points: 16–17

Average Damage Bonus (DB): +1D4/+1D6

Average Build: 1–2

Average Magic Points: 13

Move: 7

Combat

Attacks per round: 2 (claws) or 1 (weapon)

Fighting	30% (15/6), damage 1D6+DB
Spore gun*	30% (15/6), damage special
Electric gun*	25% (12/5), damage 1D10 + special
Mist projector*	30% (15/6), damage 1D10 per round
Dodge	30% (15/6)

*See *Spore Gun* (page 32), *Electric Gun* (page 30), *Mist Projector* (page 31).



Mi-Go Worker

Skills

Varies, as determined by the Keeper.

Armor: 2 points; their resonating extra-terrene body causes all impaling weapons to deal minimum damage.

Spells: 30% chance that a mi-go worker knows 1D3 spells of the Keeper's choosing.

Sanity Loss: 0/1D6 Sanity points to encounter a mi-go worker.

Mi-Go Computer

Fully 20 feet (6 m) in circumference, this mi-go appears to be little more than a head sparsely covered with tendrils; the rest of its body dangles behind it—an atrophied husk. This is a mi-go re-engineered to be a powerful organic computer. Unable to move about or even feed itself, the computer's purpose is to run simulations of the effects of new Fungi technology and medical procedures, and to keep in mental contact with the rest of the colony.

STR 05	CON 105	SIZ 160	DEX 00	INT 300
APP —	POW 250	EDU —	SAN —	HP 26
DB: 0	Build: 2	Move: 0	MP: 50	

Combat

Attacks per round: none

Dodge n/a

Special Ability

Mi-go telepathy: see **Telepathy**, page 23, for further details.

Skills

Science (all) 99%, Telepathic Communication 95%.

Armor: none; their resonating extra-terrene body causes all impaling weapons to deal minimum damage.

Spells: 1D6 spells of the Keeper's choosing.

Sanity Loss: 0/1D4 Sanity points to encounter a mi-go computer.

Mi-Go Librarians

Designed to act as the keepers of the mi-go's archives of information, librarians appear as huge fungoid growths with many thin, tentacle-like appendages. These masses of mold are alive but only have a dim awareness of their surroundings. Other mi-go communicate with librarians chemically by touching their head to one of its many vine-like "arms." The librarians are basically idiot savants, knowing the location of thousands of mi-go disks but nothing else. They are completely harmless and cannot even warn other mi-go in situations of danger (of course, there's no way the investigators would know this).

STR 25	CON 100	SIZ 300	DEX 50	INT 10
APP —	POW 05	EDU —	SAN —	HP 40
DB: 0	Build: 4	Move: 0	MP: 01	

Combat

Attacks per round: none

Dodge 25% (12/5)

Skills

Locate Desired Disk 100%.

Armor: none; their resonating extra-terrene body causes all impaling weapons to deal minimum damage.

Spells: 1D6 spells of the Keeper's choosing.

Sanity Loss: 0/1D4 Sanity points to encounter a mi-go librarian.



Mi-Go Computer



Mi-Go Librarian

Mi-Go Human Agent: Enhanced Body

These creations are vat-grown hosts designed to house the brains of trusted human agents. They are a constantly evolving “work in progress” that could conceivably provide host bodies many times more powerful than ordinary humankind. Unborn human clones are genetically-tailored to their optimum capacity prior to the removal of the fetus’ brain. The remaining “shell” is supercharged with mi-go-designed chemicals (akin to hormones, nutrients, and steroids). The resultant host body possesses enhanced senses, reactions, strength, and health, as well as slight regenerative qualities. It doesn’t experience buildup of fatigue poisons in its muscles during periods of intense or prolonged physical activity, and it also has a reduced capacity to feel pain.

Statistics for these host bodies are provided in case the Keeper would like to incorporate them into their games.

	<i>Roll</i>	<i>Average</i>
STR	(2D6+12)×5	95
CON	(2D6+12)×5	95
SIZ	(2D6+6)×5	65
DEX	(2D6+12)×5	95
INT	n/a*	n/a*
POW	n/a*	n/a*

*As per the current brain.

Average Hit Points: 16

Average Damage Bonus (DB): +1D4

Average Build: 1

Average Magic Points: as per the current brain

Move: 10

Combat

Attacks per round: 1 (attacks are based on the abilities of the current brain)

Dodge 50% (25/10)

Skills

As per the current brain.

Armor: none; regenerates 1 hit point per hour.

Spells: as per the current brain.

Sanity Loss: none.

ADVANCED TECHNOLOGY

One of the major differences between humanity and the mi-go—other than the mi-go being an amalgam of fungus and other organic matter—is how advanced their technology is in comparison to ours. Key items of Fungi technology the investigators are likely to come across in *A Time to Harvest* are described in the following sections.

In many cases, the Fungi have applied the same pragmatic philosophy they have regarding their own physiology to their technology. Through the correct application of chemicals and surgery, they can alter their own genetic makeup to produce both bio-tools and weapons. Examples of this are seen in the spore gun (page 32), their bio-web armor (page 29), and, technically, both the mi-go computer (page 27) and the mi-go librarian (page 27). To the mi-go’s alien mentality, they are their own most easily obtained, renewable resource and so have no qualms in exploiting themselves accordingly.

Not every piece of equipment the mi-go produce is hybrid in nature, though; some of it relies on good, old-fashioned chemical and electrical engineering instead, albeit well in advance of anything humans are capable of manufacturing.

Amnesia Enzyme

This colorless, near-invisible liquid may cause any human who ingests it to suffer amnesia so severe that the victim remembers nothing of their personal life, not even their native language. Both voluntary and involuntary muscle control remains, but that’s about it. This would seem like an ideal tool for the mi-go in their harvesting of human brains, but because of some major drawbacks to the enzyme, the Fungi only use it when they wish to sow panic in a human populace.

After the enzyme is consumed, it takes five hours before it begins to work. It then acts quickly, but its effects are short-lived—the victim returns to normal in around two hours and usually regains all of their lost memories. Furthermore, any events that happened during the two-hour span of amnesia are remembered as well, often to the victim’s great embarrassment.

As if the enzyme’s slow onset time was not a large enough strike against it, it also has a nasty side effect of sometimes causing permanent brain damage. Naturally, this is the last thing the mi-go want to happen if they’re trying to preserve someone’s brain. To see if a person afflicted by the enzyme suffers brain damage, a CON roll is required: if failed, subtract the victim’s CON from the dice roll, with the result then subtracted from the victim’s INT. For example, an investigator who has unwittingly consumed the enzyme has INT 70 and CON 60. They



Mi-Go Human Agent

fail the required CON roll with a roll of 80. Subtracting 60 from 80 leaves 20, thus, the investigator's INT now falls to 50 (70 minus 20). Should a victim's INT reach zero, they suffer from incurable catatonia.

- The enzyme forms the foundation of the mi-go agents' plan to retrieve Prof. Learmonth's research along with several tomes from MU's Restricted Collection (**A Good Diversion**, page 137).

Anti-Bacteriological Mistfers

These devices are placed in all entrance and exit points of rooms the Fungi wish to keep sterile. The mister consists of an opaque green fog that flows from micro-ducts at one side of an opening into vents at the other. This fast-moving mist disinfects anyone and anything passing through it by killing any prokaryotes (viruses and bacteria), yet it has no effect on eukaryotes (animals, fungi, and green plants).

Anyone who breathes in this vapor must make a Hard CON roll: if failed, they suffer increased difficulty to physical actions (increase difficulty level by one step or apply a penalty die) for 1D2 hours as they suffer from violent—and, occasionally, explosive—diarrhea as their intestinal bacteria are killed off. Otherwise, apart from some abdominal tenderness and a distinct feeling of insecurity, they suffer no further penalty.

- The investigators may encounter the misters and their unfortunate biological effects in Chapter 4 (**Surgery Rooms**, page 215).

Arterial Contraction Cream

This sticky paste is devised as both a local anesthetic and a means to reduce blood loss while performing surgery on Earth's life-forms. This whitish goo is rapidly absorbed through the skin causing blood vessels to temporarily contract; this directs blood away from the affected area and shuts down the nerves in the area of application.

When extracting brains, the mi-go typically apply this substance to the top of the skull and work their way down to just above the ears. They use a sonic emitter (page 31) to cut away the top of the skull before removing the victim's brain for placement in a brain cylinder (nearby). If they intend to replace it with that of one of their agents, they simply place the agent's brain in its new home, make the necessary connections, and use a healing dispenser (page 31) to seal the bone and flesh, leaving no scars. In a pinch, the mi-go can accomplish this task in just over ten minutes.

The cream has also been found to be very effective in the hands of mi-go agents, who use it to assassinate or render unconscious people who have sparked the interest of their alien masters. On seeing a target, the agent scoops the cream

onto their gloved fingers and rubs it onto the left side of the target's neck—where the left carotid artery is located. The stoppage of blood to the brain causes the victim to fall unconscious and, depending on the dose, may even lead to death due to oxygen starvation.

- While the investigators may find this cream during the mi-go agents' assault on Miskatonic University in Chapter 2 (**The Geology Lab**, page 138), they are more likely to see it in use in Chapter 4, in the **Captives' Room** in the base at Round Hill (page 216).

Bio-Web Armor

In dangerous situations, mi-go typically don these webs of semi-luminous green slime. The harnesses provide 8-point armor against blows, flames, and electricity.

These bio-webs may be worn by humans, but they cause 1 point of damage each time they are taken off as they rip away hair and flesh. Any web so worn slowly degrades over time because humans do not excrete the proper nutrient solutions to care for it. Each time it is worn by a human, the bio-web armor decreases in protection by 1 point. At zero points, the armor disintegrates into a pool of viscous matter.

Brain Cylinder

These shiny cylinders are used to preserve extracted brains. Lovecraft described them as, "*a foot high and somewhat less in diameter, with three curious sockets set in an isosceles triangle over the front convex surface.*" Each cylinder is filled with a nutrient solution for sustaining the brain within. The inner surface of each cylinder is lined with a complex array of sensory filaments that detect electrical activity within the captive brain, interpret it, then channel these neural impulses to a complex micro-computer behind the sockets. The micro-computer in turn sends impulses through the sockets into connected machines or funnels input from those machines back to the captive brain via a network of electrodes which directly stimulates the neurons in specific centers of the brain.

Three accessory machines—a tall rig with twin lenses mounted on the front, a box with vacuum tubes and a sounding board, and a small box with a silver disk on top—comprise the mi-go sensing apparatus. These machines, when connected to the proper sockets (a successful INT or Mechanical Repair roll allows an investigator to deduce what goes where), provide the brain with the faculties of speech, sight, and hearing. The mi-go, not possessed of human senses, have done their best but it remains only an approximation of the real thing. All visual input is grainy and is of low general resolution. The audio is flat, like that of a monaural phonograph. The nuances of inflection and emotion in human speech are utterly lost on the Fungi, meaning the speech machine talks with a

mechanical, monotone voice, devoid of feeling. When the sensory machines are disconnected or deactivated, the encased brain falls into a semi-insane sleep state filled with strange dreams and hallucinations. Every month a human brain is enclosed within a cylinder, the brain must make an INT roll. If successful, it remembers it is stuck inside a tin can and loses 1D3 Sanity points.

Most of the cylinders the investigators find in the mi-go base during **Chapter 4** have three cables attached to their sensory sockets. These cables connect the brain to all the other brains in the base. A mi-go computer (page 27) regulates the networked brains' thoughts into something like a chat room on our Internet. This organic computer is capable of creating virtual simulations of all the places in the universe the mi-go have been. Such simulations are quite realistic and permit the brains to explore planets which they would normally be unable to survive on and observe creatures that are usually quite hostile. Often, groups of brains "journey" together and share incredible adventures on these alien worlds.

- The investigators may encounter a brain cylinder during the mi-go agents' raid on Miskatonic University (**The Geology Lab**, page 138), in the mi-go base at Round Hill (**Brain Cylinder Storage Rooms**, page 214), or (optionally) in the basement of Federated Oil and Chemical's headquarters in Detroit (**The Moon Gate**, page 250).

Disk Books

Each of the mi-go's books is a series of five-sided disks engraved with strange symbols on their edges. They are stacked on a rod and read by turning the disks so that the symbols line up correctly. Without knowing the mi-go language, the disks are worthless unless many years are spent studying them. If such an endeavor is undertaken, between two to five years of constant work grants the researcher the skill Language (Written Mi-Go) at 20% + 1D10%. Even with this basic understanding of the mi-go language, a successful Science (Mathematics) roll is required to correctly line up the disks. Anyone fluent with the mi-go's language (50% or better) can read the disks without needing to succeed with the Mathematics roll.

- Various disk books can be found throughout the campaign, both in Cobb's Corners (**Deputy Cutter's Cult Artifacts**, page 48) and in the mi-go's base at Round Hill (**Libraries**, page 212).

Earthquake Mining Machine

This is a massive 20-foot by 20-foot by 20-foot (6 m by 6m by 6m) cube. The machine is hollow, each wall being approximately 1 foot (30 cm) thick. The cube's exterior is

covered with small, irregularly-spaced convex windows made of a cloudy, glass-like substance. The underside is lined with anti-gravity nodes which cause it to hover about 2 inches (5 cm) off the ground (once turned on). When the device is activated, it can be adjusted to pull a deeply buried stratum up through intervening layers of rock. This is due to an immensely powerful device built into the inner walls which simultaneously sends out a sonic wave that pulverizes and loosens rock and dirt while also attracting the desired objects on a molecular level. If the mi-go knew the molecular composition of a Chthonian, they could lock onto it with this machine, and it would appear to swim through the intervening layers of rock and dirt as it was dragged into the device. The machine can reach down 4–5 miles (6.4–8 km), and it can affect a volume of up to 1 cubic mile (4 cubic km) at a time. Any raw ore extracted in this manner is then stored within the machine until it is filled, after which time, the machine is moved to an area designed for smelting and refining the gathered materials.

The machine has the unfortunate side effect of causing earthquakes when it is used. The size and depth of the area affected directly correlate to the magnitude of the earthquake. Also, deep holes are often formed as the dirt sinks to fill in the gaps made by the missing ore. For this reason, mi-go tend to use such machines only in largely uninhabited areas, to avoid detection. A human unfamiliar with mi-go technology would be unable to use the earthquake mining machine, except perhaps accidentally (see **The Mine Entrance at Broken Hill**, page 206).

Electric Gun

This weapon looks like a warty, doorknob-sized lump of black metal, covered in tiny wires. Mi-go fire this weapon by clutching it tightly and changing the electrical resistance of the lump. When activated, the weapon fires a bluish bolt of sparks, causing 1D10 points of damage to the target. When it hits, the electric jolt acts like a Taser, causing violent muscle spasms that immobilize the victim for a number of rounds equal to the damage inflicted. The target must make a CON roll or fall unconscious for 1D6 rounds—if the roll is fumbled, the target suffers cardiac arrest and dies, unless immediate medical intervention is received. Mi-go take normal rolled damage (surface burns to the carapace) from these weapons, but they do not have electrical nervous systems and are immune to the other possible effects caused by the electrical charges.

To be able to fire this alien weapon, humans must realign the wires on the electric gun, a feat requiring a successful Hard Electrical Repair roll. Even correctly jury-rigged for human use, the weapon fires uncertainly. Roll 1D6 when attempting to fire: the weapon works only on a result of 1–2. The base chance for a human attacking with the Firearms

(Electric Gun) skill is 10%. Each gun is good for 10 shots before it needs recharging in a mi-go facility.

- The investigators are likely to encounter mi-go wielding electric guns during the events of **Chapters 2, 4, and 6.**

Healing Dispenser

This tool is in actuality a wingless, legless embryonic mi-go, surgically engineered to provide a quick, scar-free post-operative suture. The dispenser is small, about 6 inches (15 cm) in length. All excess brain matter (i.e., any not required to keep it alive and do its job) has been removed. The pinkish body tends to bloat grotesquely in-between uses. Squeezing the creature about the middle causes it to secrete an enzyme enriched with organic fungal “nanites” capable of near instantaneous healing. For instance, in a “standard” brain swap operation, this creature would be used to reconnect the nerve endings, fuse the skull back into place, then close and stitch the skin around it. The microscopic nanites burn themselves out as they heal the wound and are passed harmlessly through the body, eventually being excreted with other waste products. The healing dispensers are good for 4 uses per 24 hours, but they are ravenously hungry and die within 5 days without the mi-go’s strange other-dimensional food.

Application of the creature to an investigator’s wound heals 1D6 hit points. Sanity loss for using this creature is 0/1D2 Sanity points.

Living Mask

Since their encounter with Prof. Albert Wilmarth (detailed in Lovecraft’s *The Whisperer in Darkness*), the mi-go have advanced their method of using human faces to masquerade as others. When Wilmarth first encountered Henry Akeley, the mi-go masquerading as him wore Akeley’s skin flensed from his skull, scalp and all. Their masks are now far less crude, although still flayed from their victims’ skulls. When removed from a (hopefully) dead victim, the fleshy insides are coated with the harvested brain matter of an infant mi-go. A sealant is then sprayed across the inside of the flesh immediately prior to fitting to ensure proper adhesion. This living mask now functions and appears like a regular human face; the mi-go control the facial movements through a telepathic connection via the brain matter embedded in the mask. The wearer is limited, however. As mi-go are unable to comprehend human emotions, any attempt to express laughter or other feelings appears strange in the extreme.

Should they wish, a human can wear such a mask to masquerade as another person, but, without the mi-go’s telepathic abilities, it will be little more than a slack, pallid mockery of a face. The mask degrades over time and

eventually rots away after 5 uses—unless immersed in special life-sustaining chemicals. Sanity loss to don one of these masks is 0/1D4 Sanity points.

Mist Projector

This device is a cluster of twisted metal tubes about 3 feet (90 cm) long. When operated, it projects a cone of icy mist in a fat cloud about 10 feet (3 m) across. The mist looks like thick white fog and is intensely cold. The mist does 1D10 points of damage per round of exposure, 1D10–1 damage if the targets are dressed in warm clothing, or 1D10–3 damage if wearing thick, arctic clothing (minimum 1 point of damage). Hiding inside a car affords 4 points of protection, but the mist freezes automobile engines, running or not, and they will not start or restart until they have warmed through. The weapon’s projection can be sustained—mi-go generally mist over a target for several rounds, ensuring the death of unprotected humans.

Because the mist travels much more slowly than a bullet, investigators who have seen mist projectors in action and who have freedom of movement (i.e., they are not caught in an enclosed space) can dodge the slow-moving mist streams with a successful DEX roll.

An investigator can figure out how to use this weapon with a successful INT roll. The base chance for use is 25%. The weapons carry enough charge for 20 shots: each shot potentially lasting an entire combat round.

- Mi-go wielding mist projectors may be encountered in **Chapters 2 and 4.**

Sonic Emitter

This device is a multi-functional tool the mi-go use during their many surgeries. The sonic emitter is roughly 10 inches (25 cm) long with a 2-inch (5-cm) diameter shaft, the upper 3 inches (9 cm) of which are bent at a 45-degree angle. This bent portion sprouts three small, motorized parabolic disks that generate and focus the sonic waves produced by the tool. On its tightest setting, the disks face inward, creating a silently vibrating cutting tool. This invisible blade is about 3 inches (9 cm) long and is useful for cutting through flesh and bone during surgery. Alternatively, when the disks are facing away from one another, the sound waves are used to push liquids and matter around for cleaning purposes; this effect fans out from the disks in a vibratory cone about 9 feet (2.7 m) in diameter and 8 feet (2.4 m) in length at its furthest point.

If used as a weapon, the sonic blade inflicts 1D4 points of damage (no damage bonus). The emitter’s cleaning aspect may, at the Keeper’s discretion, cause humans to become disoriented and nauseous as the sound waves play havoc

with their inner ears (increase difficulty of skill rolls or apply a penalty die, as appropriate). The sonic emitter requires understanding and fine manipulation; in the hands of a human, it has a 25% chance of blowing up per use, causing 1D6 points of damage to the person holding it and 1D2 to everyone within 10 feet (3 m) due to shrapnel.

- The investigators may find a sonic emitter in Chapter 2 (**The Geology Lab**, page 138, or **The Safe House**, page 140), or in the base at Round Hill (**Surgery Rooms**, page 215).

Spore Gun

This mi-go weapon was initially created to help with harvesting brains from unwilling donors. The gun is actually a living organism, albeit a mindless one, grown in mi-go laboratories. Like the mi-go, it is fungoid-based and is a direct result of tampering with their own physiology. The weapon is roughly 9 inches (23 cm) long and can easily be held in one hand or nipper. It is egg-shaped with five thin, tube-like structures sprouting from the thinner end. These five tubes coil around each other and point forward, forming the barrel for the gun. It is a sickly pinkish-green color, and the whole weapon pulsates and squirms when touched.

The gun fires a high-pressure stream of spores that, once inhaled, cause a human brain to partially shut down—

placing the target in a deep, coma-like sleep for 2D6 hours. This effect can be countered if the target succeeds in a Hard CON roll; they remain conscious but are stunned for 1D6 rounds (DEX is effectively halved: apply increased difficulty to skill rolls or a penalty die, as appropriate). Each spore gun has 3D4 charges, which cannot be replaced; when the weapon is empty, it withers and dies.

This weapon does have some weaknesses. First, it is only reliable at short range; the high-pressure spore jet can only reach up to 10 yards/meters and still be fully effective—beyond this, the gun's effects are negated. The range and potency of the spores are further reduced by the amount of moisture in the air. If it is raining and the gun is used outside, it has an effective range of 5 yards/meters; this effect can be modified by the Keeper as they see fit to reflect anything from a slight drizzle to a major downpour (which should render the gun useless). Finally, this weapon was specifically designed to affect human brains and cannot be used on any other creature.

An investigator can learn to use this weapon if a successful combined INT and Science (Biology) roll is made. The base chance to use this weapon is 20%. The mi-go spore gun is so hideous to human touch that it provokes a Sanity roll (0/1D3 loss) when handled for the first time. Also, as humans don't know how to properly care for this alien life form, it loses a charge per week until dead.



Spore gun

- The investigators' first encounter with this weapon will likely take place in Chapter 1 (**Back at the Farm**, page 101); they may also come across them in Chapter 2 (**Blaine's Suicide**, page 132, and **The Geology Lab**, page 138), as well as in the mi-go base at Round Hill (**Chapter 4**).

WEIRD SCIENCE

The mi-go's incredible weapons and gadgets spring from alien minds ever questing for knowledge, but they are not the only bizarre wonders the Fungi produce. As a race, they follow many fields of inquiry that, for the average human mind, would fall somewhere into the no-man's land between what we consider science and magic. The following are some aspects of mi-go science that play a part in *A Time to Harvest*.

Dimensional Tampering

The Fungi from Yuggoth do not come from Yuggoth originally. Yuggoth (or Pluto, as humans call it from May 1930) is their largest outpost in our solar system. Their presence stretches from one end of our universe to the other, meaning that they may have many thousands of light-years to travel to get from one colony to another. Mi-go can fly safely through space with their great, membranous wings, which they do for short trips, but this is costly in terms of both time and effort.

Thus, the mi-go began studying cross-dimensional teleportation and soon created Gates that could take them from one part of the cosmos to another in an instant. In the simplest terms possible, a Gate manipulates dimensional fields and punches a "hole" through the fabric of space-time, allowing two locations to occupy the same area at the same time. Travel in such a fashion is near instantaneous and requires no more physical exertion than it would take to step from one room to another. The mental effects of Gate use are another story.

As mi-go are different from humans, they suffer no ill effects from the use of their Gates (aside from distance-dependent magic point loss). For humans, each trip through a Gate costs a variable amount of magic points (dependent on the distance traveled) and 1 Sanity point.

Here are three possibilities that could occur when a human attempts to use a Gate without having enough magic points to activate it. There's no need for the Keeper to pick only one possible outcome and stick with it—Gate magic is strange and can affect people differently at different times.

- The Gate simply doesn't work; the investigator is knocked unconscious as their remaining magic points are drained from them.
- The investigator's magic points are depleted and the remaining points taken directly from hit points (causing wounds to open in the flesh, blood to pour from eyes, and so forth), allowing the investigator to travel through the Gate. This option is in line with the combination of magic point and hit point depletion as described in the *Call of Cthulhu: Keeper Rulebook*, page 176.
- The investigator travels through the Gate but is drained of all magic points and permanently loses 5 POW. On arrival, the investigator is unconscious for 1D6 rounds.

Note: Gates, their destinations, and corresponding magic point costs are covered in **Chapters 4** and **6**.

Mental Meddling

The mi-go's fascination with human brains is not just limited to their habit of scooping them out of people and storing them away in cylinders. It has long been hinted at in such arcane tomes as the *Necronomicon* and the even more ancient *Book of Dzzyan* that the Fungi from Yuggoth have been tampering with human evolution for countless eons for their own diabolical purposes.

The ageless humans from the underground, blue-lit city of K'n-Yan have long claimed that only their lineage has remained pure and thus unhampered by the space devils' taint that has affected all other surface-dwellers. It is their belief that after the mi-go came to Earth the aliens began to surgically experiment with the brains of our primitive ancestors. The result was a blocking or limiting of humanity's natural capacity for psychic powers.

If the mi-go were able to engineer a block to the human brain's psychic abilities, they could, in theory, also undo their handiwork. In reality, this process of opening up the human brain takes many years to complete and requires many lengthy operations; the human mind can only be reacquainted with its full potential slowly, or else it literally overloads, leading to severe brain damage. Because it is such a time-consuming task, the Fungi only perform such procedures on the brains of their most competent and loyal human agents: those few who are trusted to further the mi-go's ambitions. One such brain is Lawrence Jarvis, a long-lived agent that the investigators will first bump into in **Chapter 2**.

Another consequence of the mi-go's meddling with the latent psychic capabilities of the human mind can be found in **The Dream Gate** (page 84).

STANDARD MI-GO



MI-GO SOLDIER



MI-GO SCIENTIST



MI-GO SPY





MI-GO COMPUTER



MI-GO WORKER



MI-GO LIBRARIAN

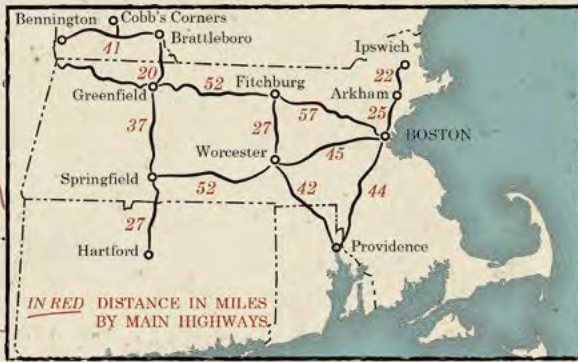


MI-GO HUMAN AGENT





Vermont



COBB'S CORNERS: AN OVERVIEW

"I knew I was entering an altogether older-fashioned and more primitive New England than the mechanized, urbanized coastal and southern areas where all my life had been spent; an unspoiled, ancestral New England without the foreigners and factory-smoke, billboards and concrete roads, of the sections which modernity has touched. There would be odd survivals of that continuous native life whose deep roots make it the one authentic outgrowth of the landscape—the continuous native life which keeps alive strange ancient memories, and fertilizes the soil for shadowy, marvelous, and seldom-mentioned beliefs."

—H. P. Lovecraft, *The Whisperer in Darkness*

Three of this campaign's scenarios take place in this small town (**Chapters 1, 4, and 5**), with the possibility of the investigators coming back here a number of times in between, should they wish to. To make the Keeper's life easier, Cobb's Corners is detailed here so that the community can be easily referenced as needed when running the various chapters. It is strongly recommended the Keeper becomes familiar with the information found in the following sections when running the aforementioned scenarios. Those with access to the PDF of *A Time to Harvest* are recommended to print this section for easy reference during play.

Cobb's Corners is situated roughly 20 miles (32 km) west of Brattleboro, within a "U" shaped mountain range. The town is blessed with a booming trade industry due to its location on the Deerfield River and the fecundity of its farms. Chartered in 1787 by a group of farmers out of New Hampshire, the town was named after Franklin Cobb, the leader of the settlers, and the surrounding land is often referred to as Cobb's Corners as well. The farmland in the valley has garnered a growing reputation as the "Breadbasket of Vermont" due to the variety and abundant yield of its crops in a region usually known for its rocky, if not infertile, soil. The Gismend River, a small tributary to the much larger Deerfield River (great for bass and trout fishing), also bisects the valley.

Cobb's Corners is a place of great scenic beauty, a Rockwell painting come to life. Small shops line the unpaved Main Street leading to the waterfront district consisting of a couple of warehouses and a few short piers. Spread out behind the stores are a collection of homes, a public library, the town hall, a local sheriff's office, the office of the Cobb's Corners Gazette, a one room schoolhouse, and an assortment of other buildings. Access to the valley is by a two-lane road that meanders through the surrounding mountains.

Beyond the town proper lies the Gismend Road Bridge; closer to town, there's a smaller, less used bridge whose name, if it ever had one, is long forgotten. The surrounding farms cover hundreds of acres of tilled soil bursting with a variety of crops, such as sweet corn. Any inch of land not used for farming boasts a cluster of trees, with thick stands of elms, oaks, and hickories soon taking over abandoned farmland. Standing majestically in the background, the Green Mountains rear up like a bulwark against the rest of the country.

THE YOUNG: A BRIEF HISTORY

There is a dark secret behind Cobb's Corners' remarkable fecundity: The Young, a cult of Shub-Niggurath worshipers living in the Cobb's Corners area. They are exclusively younger people ranging in age from around 7–18. Their leader—and oldest member—is John Cutter, the town's fresh-faced deputy, who has reached the ripe old age of 20. The cult has been active for many years and has begun to spread throughout Windham and Bennington Counties. One of its distinguishing features is the sacrificial removal of older members. The cult's practices are based upon its interpretation of the cycle of life and death as personified by "The Mother."

In 1790, the farmers of Cobb's Corners noticed the yield from their crops was becoming substantially less each year, a result of Vermont's notoriously thin, granite-rich soil. Eventually, a small group of like-minded individuals began performing what they believed to be witchcraft up in the hills at night. They sacrificed chickens, held orgies, and renounced their baptisms, believing such acts would bring fertility and abundance to the crops, as well as their lives. Of course, they achieved very little, and their rites did not enrich the soil. Then, one night, the mi-go made their entrance. From the darkness, their buzzing alien voices cajoled the farmers to worship the true god—the one who would answer their prayers. The farmers were frightened, but their desperation and curiosity drove them to learn more. From that night on, the mi-go began teaching the joys of worshipping a deity the farmers called "The Mother"—aka Shub-Niggurath.

To help facilitate the learning process, the Fungi selected the brightest candidates and taught them to read the mi-go language, presenting them with a book of knowledge in the form of a series of disks connected by a central rod (**Disk Books**, page 30). Thus, the cult was born and named in honor of Shub-Niggurath's title of "Black Goat of the Woods with a Thousand Young." Soon after the cult's conception, the crops in Cobb's Corners began to flourish.



The Fungi introduced their religion to the humans as a means of establishing a recruiting ground for human agents. At first, the relationship worked out well for the mi-go, but over the years The Young developed its own special ties to the Black Goat, as well as its own beliefs and agenda. Bloody duels for leadership of the cult became common, and, over time, members began claiming they heard The Mother calling them home, leading them to take their own lives to be among the honored dead. This suicidal calling began happening at a younger and younger age, making the current cult exclusively the province of young people. It is not uncommon for 14- and 15-year-old children to believe they hear “The Mother’s Call” and commit suicide. Such victims of the cult have their blood collected and shared by the other members during a “memory rite.” Nowadays, The Young deal with the mi-go only when necessary, with both parties willing to aid one another if it is mutually beneficial.

Despite their youthfulness, the members of The Young have each formed a strong connection with Shub-Niggurath, giving them access to a variety of spells. Additionally, cult members freely teach one another the spells they know; often, the younger ones make a game out of doing so. Each cultist knows 1D3 spells on a successful Hard INT roll. Possible spells include:

- Alter Weather*
- Augury*
- Blight/Bless Crop*
- Call Shub-Niggurath
- Cause Disease*
- Command Animal (various)*
- Contact Mi-go
- Lame/Heal Animal*
- Raise Night Fog*
- Shrivelling
- Summon/Bind Dark Young
- Wither Limb

*See *Appendix A: Spells* for further details.

Relevance to campaign

The Young do not play an active role in early episodes of the campaign; however, during **Chapter 5**, the investigators come face-to-face with the cult. Prior to that, information regarding the cult and its members should be vague, piecemeal, and pose more questions than answers.

Profiles for cultists of The Young can be found in the **Characters and Monsters** section of **Chapter 5** (page 242).

PLACES AND PEOPLE OF INTEREST

Cobb’s Corners is a bustling little place, and the following sections describe a selection of key locations in and around town that may be of interest to the investigators. Numbers by the location’s name refer to the town map for Cobb’s Corners, nearby.

PUBLIC LIBRARY (2)

The library is a single-story wooden building, painted brown once or twice but now weathered with age. Two windows overlook a ground-level porch, complete with awning, and two recently painted green metal benches.

Within is a scene of chaos, as there are enough books stacked upon the floor to require another building of equal size to properly house them all. Small paths are kept open upon a well-trodden, threadbare carpet between the aisles, the librarian’s crowded desk, and the front door.

The library is overseen by Mabel Carruthers, a nice enough woman with a mean streak for overdue returns. Assisting Miss Carruthers is her 17-year-old niece Amanda Wells—who also happens to be a member of the local Shub-Niggurath cult The Young (**The Young: A Brief History**, page 37).

The library contains works of fiction, magazines, editions of *Cobb’s Corners Gazette*, and a smattering of children’s literature. There is a small section devoted to the scientific disciplines, as well as books of a philosophical nature, and a surprisingly large number of poetry collections (a reflection of Miss Carruthers’ personal tastes). There are no books dealing with the occult, folklore, or mythology anywhere in the library. According to Miss Carruthers, any time she would get a book on the subject, someone would steal it, so she just doesn’t bother anymore.

Unfortunately, the library uses the “Carruthers’ Card Catalogue System,” which means that without Miss Carruthers’ help it requires a successful combined **Luck** and **Library Use** roll to find anything in this mess. If Miss Carruthers is assisting, then just a **Library Use** roll is needed.

Relevance to the Campaign

The library has a huge stack of *Cobb’s Corners Gazette* back issues. Time spent searching through these can uncover the uncommonly high death rate among the youth of Cobb’s Corners.

Broken Hill.

Round Hill.

Rice Hill.

Cooper Hill.

Advertising Directory

1. Gismend Road Bridge
2. Public Library
3. Cobb's Corners Gazette
4. Karner's Goods
5. Sheriff's Office
6. Bridge
7. Town Hall
8. Civil War Memorial
9. Dr. Owen Perry's Home
and Practice
10. Jim's Grill
11. School
12. First Baptist Church
of the Divine Ascension
13. Deputy Cutter's House

View of
COBB'S CORNERS
VERMONT
est. 1787

Later in the campaign, once the investigators discover The Young's existence, they might want to come back to the library. Mentioning the cult to Miss Carruthers makes her remember a damaged copy of *Ecstasy, Flames, and the Druids of Briton*, a book she has hidden in the backroom (see box, nearby). Of course, if Amanda Wells knows the investigators are looking for information on the cult, she informs her fellow cult members—meaning things could get very interesting.

ECSTASY, FLAMES, AND THE DRUIDS OF BRITON

English, Dr. Nigel Fisk, 1910, Golden Goblin Press

Handsomely bound in black leather, with a small, gold embossed oak leaf etched into the cover. Considered a definitive edition about druidism when first published, Dr. Fisk's tome has since come under attack for being sensationalistic and wildly inaccurate. According to the author, evidence suggests the druids were instigators of blood-soaked orgies and other more insidious acts of sub-human barbarism.

On the book's end fly page is a handwritten prayer to The Mother and a crude depiction of a Summer Solstice rite—considered a time of powerful magic—involving the participants lighting bonfires and jumping over the flames to celebrate the sun's power to bring forth life on the night before Midsummer's Eve (**Handout: Harvest 1**). The illustration of the rite shows children and trees dancing around a large fire.

The copy held by Mabel Carruthers has corrective notes penned by a now deceased member of The Young, revealing a relationship between that cult (i.e., the human worshippers of The Mother/Shub-Niggurath) and an unnamed group of "others" who are described as "not of this world" (i.e., mi-go worshippers of Shub-Niggurath).

- **Sanity loss:** 1D3
- **Cthulhu Mythos:** +1%/+2%
- **Mythos Rating:** 9%
- **Occult:** +5 percentiles
- **Study:** 1 week
- **Spells:** none

If the Keeper wishes to liven things up, there is one Mythos-related book the investigators may come upon by chance in the poetry section: Edward Pickman Derby's *Azathoth and Others* (see *Call of Cthulhu: Keeper Rulebook*, page 225). Investigators could find this on their own with a successful combined **Luck** and **Spot Hidden** roll while looking through that section, or Miss Carruthers could remember this disturbing work if an investigator makes a successful **Luck** roll while talking to her about poetry or esoteric matters. The book plays no role in the campaign; it could simply be a red herring, or a source of useful Mythos information and future plots.

The investigators may have one final chance to see Miss Carruthers and, potentially, save her from her niece's deranged attentions in Chapter 5 (**Back at the Library**, page 235).

Mabel Carruthers, age 52, kind-hearted librarian

Miss Carruthers is the town librarian and a spinster. She is well known around town for her love of both books and cats. The Cobb's Corners' library has always been overseen by a Carruthers woman, and Mabel is now teaching her niece Amanda the ropes for when it's time for her to take up the running of the library.



Mabel Carruthers

Miss Carruthers has lived here for all of her 52 years. She is the third generation of Carruthers to oversee the library and has never married.

- **Description:** a middle-aged white woman with pale blue-green eyes and gray hair (always tied up tight in a bun). She wears long dark dresses and keeps her fingernails short for better book sorting. She has a slight Yankee accent and a tendency to speak in a whisper even when outside of her library.
- **Traits:** a kindly lady who thinks her niece will make a fine librarian; little does she know Amanda is a member of The Young.
- **Roleplaying hooks:** Miss Carruthers can be of great help to investigators looking for evidence of strange goings on. Unfortunately, she uses her own cryptic system for cataloguing books, so is needed every time the investigators try to research a topic. If the subject sought is in any way linked to The Young, it will (most likely) have already been removed and destroyed by Amanda Wells (a successful **Luck** roll to see if Miss Wells has either missed or is yet to find the book in question).

MABEL CARRUTHERS, LIBRARIAN

STR 30	CON 60	SIZ 50	DEX 45	INT 70
APP 60	POW 55	EDU 80	SAN 55	HP 11
DB: -1	Build: -1	Move: 5	MP: 11	

Combat

Brawl	25% (12/5), damage 1D3-1
Dodge	25% (12/5)

Skills

Accounting 70%, Art/Craft (Arcane Cataloguing) 85%, Art/Craft (English Literature) 75%, Charm 45%, Credit Rating 40%, First Aid 45%, History 70%, Language (English) 80%, Language (French) 35%, Language (Latin) 50%, Library Use 90%, Listen 30%, Occult 40%, Psychology 30%, Spot Hidden 70%, Stealth 25%.

Handout: Harvest 1

Oh Mother of Life!
 Begetter of the Thousand Young
 Devourer of my enemies
 With my flesh I serve thee
 With my soul I worship thee
 That thy will be done here as it is in
 the spaces betwixt the stars
 May my sacrifice be worthy
 That I may sup on thy holy milk
 in the Summerlands forever



Amanda Wells, age 17, cultist and book stealer

Amanda is Mabel Carruthers' niece. Amanda never had many friends and was often picked on at school because of her looks and her lazy eye, so she was surprised when a group of other children invited her out one moonless night to a special party in the woods. Once she felt the acceptance, the love, and the power of The Young, she knew she would be a member until the day she died. The cult has given Amanda purpose in life. She hates the library and, once her old biddy of an aunt dies, she plans on burning it to the ground. Amanda's profile can be found in **Chapter 5 (Non-Player Characters, page 241)**.

- **Description:** a homely-looking white girl with lank, oily black hair, a bad case of acne, crooked teeth, and brown eyes—one of which wanders to the right. She often wears voluminous dresses of brown or gray, complete with long sleeves and a high collar.
- **Traits:** secretive, sneaky, and devoted to The Young.
- **Roleplaying hooks:** as a member of The Young, Amanda has done her best to get rid of any books or newspapers that could hint at the presence of the cult. Investigators who have Amanda, rather than her aunt, helping them conduct research will find the experience difficult to say the least. When in the library, Amanda subtly spies on the investigators, keeps track of what information they seek in a notebook, and reports everything back to **Deputy John Cutter** (page 47). If suspected of anything, she runs and hides rather than revealing any useful information.



Amanda Wells

THE SHERIFF'S OFFICE (5)

This building, much like Sheriff Dan Spencer, has no frills or unnecessary adornments. The jail is a single story in height, composed of thick brick walls, barred windows, institutional green paint, and three spartan cells. The central work area has two large desks, several filing cabinets, and a gun cabinet.

The gun cabinet contains three 12-gauge shotguns (two are double-barreled, the third is pump action) and plenty of ammunition. A successful **Spot Hidden** roll identifies a small keg of black gunpowder—the sheriff uses this to fire the cannon in the center of town on special occasions. Next to the keg are a handful of 2-inch (5 cm) long wicks (burn time is about five seconds).

Sheriff Spencer has one deputy, **John Cutter** (page 47), who's unusual as he's only 20-years-old and (unknown to Spencer) the leader of The Young. Beside Spencer and Cutter, the office's most frequent other occupant is James Maclearan, the town drunk, who is incarcerated in the cells at least twice a week for being intoxicated during prohibition.

Sheriff Spencer launches his unceasing attack on the perpetrators of crime and alcohol production in and around Cobb's Corners from his base here. Spencer is a no-nonsense unimaginative type, with the heart of a puritan and the will of a zealot when it comes to enforcing prohibition. His reasons are personal and deep set, and the fact that the aforementioned James Maclearan used to be his brother-in-law doesn't help matters.



Sheriff Dan Spencer

Relevance to campaign

See **Enter the Sheriff** (page 82) for details about the first meeting between the investigators, Sheriff Spencer, and Deputy Cutter.

Sheriff Dan Spencer,
age 40, puritanical lawman

Raised by a Baptist minister father and a God-fearing mother, Spencer is the oldest child of a small family; he only had one other sibling, a sister three years his junior named Sarah. Because he was their only son, his parents piled most of their hopes, attention, and stringent beliefs onto the boy. As he grew up, Spencer never really knew love, but he knew what was “Right” and what was “Wrong.” This led him to run for Town Sheriff at the tender age of 25. Due to a general unhappiness with the current sheriff at that time, young Spencer won. He has since maintained his position through his unyielding moral code. Spencer was never approached by The Young to join the cult because of his strong religious convictions. John Cutter reminds Spencer of himself at that age, and so he made him Deputy—little does he know Cutter is the leader of the Shub-Niggurath cult. Sheriff Spencer’s profile can be found in Chapter 1 (**Characters and Monsters**, page 108).

- **Description:** well built, with muscles easily seen through his shirt. Dark blue piercing eyes sit beneath jet-black hair; a streak of gray hair runs along the left side of his head. His face is craggy, leathery, and aged beyond his years. There is obviously some Native American blood in his ancestry somewhere (Abenaki). He has very crooked teeth, but not too many people know this because he hardly ever smiles.
- **Traits:** tough and unforgiving. Meeting Spencer once is enough to tell he is a no-nonsense kind of guy and fanatical about his job of bringing law and order to Cobb’s Corners. He also seems about as fun and exciting as a bag of wet socks.
- **Roleplaying hooks:** Spencer won’t hesitate to lock up any of the investigators if he suspects them of drinking, tomfoolery, and other menial offenses. By coincidence, this just might save their lives at the end of Chapter 1 (**Back at the Farm**, page 101). He is the absolute last person who is going to believe any stories the investigators tell about alien monsters living in the nearby hills. The gunpowder and wicks in his gun cabinet may be useful in Chapter 5 (**Back at The Sheriff’s Office**, page 232). All in all, though, the investigators would do well to steer clear of him.

James “Jimmy” Maclearan,
age 48, embittered drunk

Everyone around town knows Jimmy; most of what is said about him is not very nice. He’s known for his drinking, fighting, and being an all-around troublemaker.

There was once a time when Jimmy was under control, back when he was married to Sarah Spencer, the sheriff’s sister. No one knows why such a pretty, kind, and intelligent young woman like Sarah would ever marry such a no-account bully. But there’s not a man or woman alive who could say the two didn’t completely love one another. Sarah calmed the rowdy Jimmy down and turned him into a farmer and a respectable citizen. But all that changed the day she died of consumption (tuberculosis). Maclearan’s profile can be found in Chapter 1 (**Characters and Monsters**, page 108).

- **Description:** a typical, big and strong, none-too-smart local drunk who’s as likely to punch you, as he is to say hello. He has dirty, long brown hair and eyes the color of river mud. Usually dressed in a pair of oily jeans, stained T-shirt and shirt, and a faded New York Yankees baseball cap.
- **Traits:** initially driven mad with grief by the death of his wife, Jimmy is more than a little insane and meaner and nastier than ever before.
- **Roleplaying hooks:** Maclearan doesn’t like strangers staying at his old house and disturbing Sarah’s rest. If he gets drunk and mad enough, he is likely to do something drastic to the “university people” to drive them away from his wife.



James “Jimmy” Maclearan

COBB'S CORNERS GAZETTE (3)

The *Gazette* is both office and home to Richard Wendell: editor, photographer, and sole reporter for the newspaper. The building is two stories tall; the living quarters are located upstairs, and the office occupies the lower floor. Three large windows overlook the street, and a brass plaque nailed to the front door reads "*Cobb's Corners Gazette, Richard Wendell—Editor in Chief.*"

Wendell rarely sleeps upstairs in his bed, having long ago grown accustomed to sleeping at his desk. The office is not well kept; notes, pictures, and articles are strewn across the threadbare blue carpet as if a brawl had taken place here, while the yellow plaster walls are smothered in disorderly layers of maps and newspaper pages. A fully stocked darkroom and a small printing press surrounded by stacks of blank paper stock can be found at the rear.

The majority of the *Gazette's* articles are standard small-town fare: births, marriages, deaths, farm reports, advertisements, secondhand information from sailors on the Deerfield River, and assorted religious tracts. All this is dressing for the stories that Wendell enjoys the most—the feature articles in which he prints gossip, rumors, and innuendo that would cause even modern-day tabloid editors to blush.

Relevance to campaign

Wendell meets the investigators on their arrival in Cobb's Corners (**A Trip to Jim's Grill**, page 81). There are several ways Wendell can help the investigators. Firstly, he can point out that an inordinate number of young people die accidentally in this region. For example, about 11 years ago, the entire graduating class (comprised of four young men and two young women) died by various means not long after leaving school. Secondly, if Wendell thinks the investigators can be trusted—and if they are able to entice him with the possibility of landing him a "really big story"—he may well tell them a strange tale about something he saw one night.

Wendell's Tale

Six months ago, Wendell was trying out a new emulsion he had created to take better photographs at night. While walking about town, he heard a peculiar sound coming from above. Looking up, he saw a fast-moving flying thing in the night sky. Wendell says it's impossible to describe what he saw as he only caught a brief glimpse of it, but of what little he did see, he says it was something unnatural, and it gave him the shivers.

As it flew in front of the moon, Wendell took a picture of it and then ran home. He was exhausted by the time he got

Handout: Harvest 2



there, so he stuck the camera under his desk and fell sound asleep. Sometime before morning he awoke to the sound of the front door closing. Looking up, he saw Deputy Cutter staring through the window at him, then he noticed the burning smell—the darkroom was in flames! He was barely able to put out the fire before it spread. The following morning, Wendell went to the jail and confronted the deputy about the fire. Cutter made it clear that, *“Not only do you not have any evidence, who do you think people are gonna believe? Everyone knows you’re a liar and a troublemaker. If I hear any more of this rubbish, I promise you will not like what happens to you.”*

If the investigators ask about the photograph Wendell took that night, the reporter says it was still in his camera and was saved from the fire. He later developed it, but it didn’t come out well. If the investigators want it, he’ll give it to them. The picture (**Handout: Harvest 2**) is very grainy and dark; it seems to show a blurry silhouette of something flying in front of the moon.

Keeper note: the image in itself is unremarkable, but the fact it exists at all is exceptional, as mi-go cannot normally be photographed. Thanks to Wendell’s experimental emulsion, the Fungi from Yuggoth can now, in theory, be captured on film. This useful knowledge may come in handy for the investigators once they uncover more about the nature of the creatures that haunt the hills. Wendell still has the notes on how to make this particular emulsion somewhere in his chaotic office—presumably with diligent searching (or a successful **Luck** roll), the investigators can find it and persuade Wendell to prepare some more of it.

Richard Wendell, age 35, noseey small-town reporter

The people around town don’t have too many nice things to say about their local “ace” reporter. Wendell never really excelled in school, in his social life, or in any other way. He desperately hopes to one day have a story big enough for one of the city newspapers. Unfortunately, not much happens in a small town—and what does is usually covered up. Wendell takes certain liberties with the stories he writes in an attempt to spice things up and make them more interesting, resulting in him being unpopular with his neighbors. He has garnered a reputation as a muckraker and liar.

Investigators get the feeling Wendell has upset almost everyone in Cobb’s Corners at one time or another; although, this doesn’t seem to stop them from eagerly paying for his particular brand of “yellow journalism.” Richard Wendell’s profile can be found in Chapter 1 (**Characters and Monsters**, page 108).

- **Description:** Wendell is a white man with brown hair and eyes who is average in almost every way possible regarding his height, weight, and facial features. He is the kind of person whose name is always forgotten, whose face is never remembered, and whose presence often goes unnoticed.
- **Traits:** gossip, nosy, and desperate for that one big break.
- **Roleplaying hooks:** beside his most important potential contribution to the investigators’ inquiries (his grainy, blurry photograph of a mi-go in flight; **Wendell’s Tale**, above), the *Gazette’s* reporter can provide access to back issues of his newspaper if they fail to access them at the library, as well as divulge all sorts of sordid tittle-tattle and rumors. Because of his curious nature, he could be one of the easiest sources of help for the investigators—but only if there’s a chance of a good story in it.

JIM’S GRILL (10)

Owned by Jim Haggerty and his wife Ann, this small diner is the only restaurant in town. Well-lit with clean and whitewashed walls, the diner smells of good food. Six round tables dominate the floor, with several smaller booths lining the walls. The front counter is oak and has several stools lined up beside it. The kitchen is directly behind the bar and open for all to see. Large pots bubble upon the stoves, and the grill is almost always in use. Beyond the kitchen are a largish pantry and a door leading out back.



Richard Wendell

Ann works the front counter while Jim cooks in the kitchen; their 14-year-old son Jason (a member of The Young) waits on the tables and booths. All of the Haggertys are friendly people. This little restaurant is so well run that even people outside of Cobb's Corners know Jim's Grill as a great place for large portions of good food and fast, friendly service. Investigators looking for home cooking or just a place to enjoy the local atmosphere are sure to come here.

Relevance to campaign

The Haggerty's son, Jason, a member of The Young, murders his parents in Chapter 5 (**Back at the Grill**, page 232). The diner is also the site of the investigators' first encounter with the sheriff and his deputy (**Enter the Sheriff**, page 82).

Jim and Ann Haggerty, age 42 and 39, owners of the diner

The devoted pair have owned and run the diner for the last eight years and are kept far too busy by their business to have outside interests. No profiles are provided for Jim and Ann Haggerty.

- **Description:** Ann, a white woman with long blonde hair, blue eyes, and a slender frame, is usually seen wearing her waitress uniform. Jim is white and stocky, with short-cropped hair and brown eyes, and wears a white shirt and trousers hidden beneath a cooking apron.



- **Traits:** both are genial hosts, ever friendly and welcoming; Ann is a real sweetheart, always happy to talk with anyone about anything and never too busy to dispense motherly advice.
- **Roleplaying hooks:** the husband and wife team don't play any significant role in the campaign. They have no knowledge of The Young or the fact that their son is a cultist.

Jason Haggerty, age 14, son and cult member

Jason appears to be like any normal 14-year-old and is probably the last kid in Cobb's Corners one thinks would join a cult. Good looking, intelligent, and with doting parents, yet all it took was the promise of a kiss from a girl he had a crush on to get him to attend one of The Young's ceremonies. Once Jason beheld the grandeur of Shub-Niggurath and supped on her milk, he was an instant convert. Jason Haggerty's profile can be found in Chapter 5 (**Non-Player Characters**, page 241).

- **Description:** a bright, good-looking white kid, with light brown hair and brown eyes.
- **Traits:** always polite, keeps himself neat and clean, and is always happy to lend a hand.
- **Roleplaying hooks:** investigators who eat at Jim's Grill prior to the events detailed in **Back at the Grill** (page 232) see Jason acting like a regular teenage boy. However, if they enter the diner after The Young put their Great Harvest plans into action, a now completely insane Jason attacks them with the same meat cleaver he used on his parents.



Jim and Ann Haggerty

Jason Haggerty

DEPUTY JOHN CUTTER'S HOME (13)

Deputy Cutter's residence is unremarkable. The white-painted house consists of a living area, kitchen, bathroom, Cutter's bedroom, a guest bedroom, and a small attic. The furnishings are plain yet comfortable; there's very little art on the walls, except for a painting of a crying clown in the bedroom and a large painting of a wooded scene in the living room. The place is kept neat—possibly startlingly so for a 20-year old single man—and everything seems normal.

Relevance to campaign

Investigators might want to search this building after they uncover evidence that the deputy may be up to no good. Possible entrances include: the bedroom window, the kitchen window, or the front and back doors. If the investigators attempt to gain entrance during the day, when the deputy is at work, a successful **Luck** roll is required to avoid being seen by his neighbors. Sneaking in at night, while the deputy is asleep, is dangerous as he is both a light sleeper and armed, and it requires a successful Hard **Stealth** roll to avoid detection. Alternatively, the investigators may decide to wait until Cutter is out of the house for the evening, usually to attend a meeting of The Young.

During a search, the only place holding anything of interest for the investigators is the cramped attic. The house used to belong to Cutter's grandmother until she passed away three years ago, and the attic is filled with all of her nick-knacks. Unless they carefully take stock of the room, investigators are liable to spend around three hours rummaging through dust-caked boxes before potentially stumbling across something of interest at the back of the attic.

If they don't rush into searching the boxes and use a flashlight to examine the dusty space first, permit the investigators a **Spot Hidden** roll—success shows footprints in the dust wending around the piles of old boxes to the attic's rear. Once past the boxes, a successful **Spot Hidden** roll (or a Hard success or better on the previous roll) notices a loose board in the wall. If the investigators are snooping around on a night of the full moon, while the deputy is at a cult meeting, then this cubbyhole is empty, Cutter having taken its contents with him. Otherwise, the investigators find a peculiar dagger with a goats-head pommel and some curious five-sided metal disks covered in unintelligible script and connected by a central rod (**Deputy Cutter's Cult Artifacts**, page 48). These items are the symbols of the cult's leadership.

Deputy John Cutter, *age 20, baby-faced cult leader*

Outsiders may think it odd that such a young man—one who looks younger than most of the student investigators—

should be the deputy; however, Cutter appears very competent in his duties. Asking the local residents about the young lawman finds that most think Cutter does a fine job despite being a "young pup."

The oldest living member of The Young, Cutter has proved to be its best and most capable leader. Under his watchful eye, the cult has swelled in numbers, even branching out into other parts of the surrounding counties. Cutter has yet to suffer the hysteria which causes the other cultists to take their own lives. He knows his fellow cultists are beginning to look at him strangely, and there are hushed questions about his place as their leader. The stresses of trying to keep up the facade of normality, the ever more reproachful attitude of his younger peers, and the wait for a long-overdue invitation from The Mother have caused Cutter to begin hearing voices calling for a night of blood and sacrifice—voices he plans to obey very soon. Deputy Cutter's profile can be found in Chapter 1 (**Characters and Monsters**, page 107).

- **Description:** at a glance, Deputy Cutter could easily be mistaken for somebody two or three years younger than his 20 years. That is, until they notice the corded muscles of his arms and shoulders, and the whip crack of authority that sometimes enters his voice. Standing almost 6 feet (1.8 m) tall, with short brown hair, sky-blue eyes, and a position of prestige in the community, Cutter seems like the perfect catch, yet no one can ever seem to recall him courting a girl.



Deputy John Cutter

- **Traits:** sly, fanatical, and dangerous.
- **Roleplaying hooks:** after the events of **Enter the Sheriff** (page 82), Cutter informs the mi-go about the university students' arrival but otherwise stays out of the way, as he doesn't want his cult getting involved. He might lock up the investigators at the end of their first visit to Cobb's Corners, thus inadvertently saving their lives (**Back at the Farm**, page 101), but that would be the limit of his involvement at this point. Cutter has grand plans in the works for the near future, and he wants no undue attention placed upon his cult until the night of the Great Harvest (**Under a New Moon**, page 224).

KARNER'S GOODS (4)

This old-fashioned, quite long but very narrow wooden building is home to the local general store. Immediately beyond the front door sits one of the Karner family, ensconced behind a short table with an old cash register at one end. Shelves lined with goods comprise most of the store, while hemp bags full of grain and feed are piled up to the far right of the entrance. Behind the counter can be found items the Karners don't want little children getting into: a small selection of candy, toys, firearms, ammunition, and such like.

Fred Karner and his wife Christine own the store. They live in a small house right next to the business premises. The

store has been in the Karner family for three generations, and, surprisingly, none of the Karners have ever been members of The Young. Profiles are not provided for Fred and Christine Karner.

Relevance to campaign

Karner's Goods contains many useful items the investigators and fellow university students could use while working in Cobb's Corners—particularly if they forget to bring anything from MU. Fred sells a wide variety of tools, farm implements, grain, livestock feed, freshly butchered meats, and groceries. If the Keeper wishes, Karner's may have other items—such as dynamite or bathtub gin—for sale.

DR. PERRY'S HOME AND OFFICE (9)

Dr. Owen Perry's office is a two-story affair; the top floor serves as his living quarters and the main floor as his office, while the basement acts as the town morgue. The walls inside are painted white, and a heavy medicinal smell crinkles the nose of anyone who enters. The good doctor is genuinely happy to speak to educated people from the "Outside World," as he's originally from New York and occasionally yearns for the big city. The doctor provides for the town's

DEPUTY CUTTER'S CULT ARTIFACTS

Horn of the Black Goat

This blackened iron dagger measures 15 inches (38 cm) in length. The blade is serrated and engraved with strange runic designs that seem to lie just beneath the smooth surface of the metal. The handle is wrapped in black-dyed (human) skin and ends in a goat-headed pommel. The blade is enchanted and bestows a bonus die to rolls when casting spells involving Shub-Niggurath if the blade is used to make the necessary blood sacrifice (see Contact Shub-Niggurath, **Appendix A: Spells**, page 273, and Call Shub-Niggurath, *Call of Cthulhu: Keeper Rulebook*, page 248); it also adds a bonus die when casting Summon Dark Young if buried in the living heart of a creature of at least SIZ 40 as part of the spell's casting (*Call of Cthulhu: Keeper Rulebook*, page 263). In combat, the blade inflicts 1D4+2 damage and is considered an enchanted weapon with regard to damaging Mythos creatures.

Mi-go Disks

Mi-go, date and author unknown

This set of disks contains an abbreviated history of the mi-go and the planet Earth, and a rather thorough treatise on Shub-Niggurath and her children. For further information about mi-go disks see **Disk Books**, page 30.

- **Sanity loss:** 2D6
- **Cthulhu Mythos:** +3%/+7%
- **Mythos Rating:** 30%
- **Study:** variable
- **Spells:** Call Shub-Niggurath, Dismiss Shub-Niggurath, Contact Mi-go, Summon/Bind Dark Young.

medical wellbeing and is the first port of call for injuries and other ailments.

Relevance to campaign

Perry moved to Cobb's Corners about 12 years ago so he could semi-retire in a quiet little town. Not long after he got here, he was called to an unusual case. A group of men had been apprehended digging up Sarah Maclearan's grave. Sheriff Spencer (the dead woman's brother) wanted the doctor to see if the grave robbers had done any mischief to the body. After removing the remaining nails, the doctor lifted the lid to Mrs. Maclearan's coffin. To both his and the sheriff's horror, they found the remains of a calf, its legs broken to allow it to fit inside the casket. The grave robbers were let go with a stern warning not to say anything about what they'd seen that night. The grave was covered back over, but the coffin and its contents were cremated.

What Perry doesn't know is that, in his madness, Jimmy Maclearan substituted the calf's corpse for that of Sarah's and buried his wife in the flowerbed behind their farmhouse as she so loved the flowers there.

In addition to the coffin mystery is the fact that, on occasion, when a youngster between the ages of 8 and 19 dies, their bodies are sometimes missing large quantities of blood. Perry became aware of the anomaly when, in the course of examining the remains of some young people who'd suffered

accidental deaths, there just wasn't as much blood at the site or in their bodies as there should have been. Concerned, Perry tested the blood from one of these accidents, only to discover it was pig's blood!

Following a trip to see the German silent movie *Nosferatu* when he visited his brother in New York, in a twisted leap of logic, the doctor concluded that there is a vampire of some sort in Cobb's Corners: Sarah Maclearan, who is responsible for all the unexplainable deaths of children he has seen over the last 12 years. To this end, Perry has garnered quite an impressive library of vampire lore. His mania has begun to creep into his professional life. It is now not uncommon for him to tell a sick person to eat garlic and wear their crucifix.

Keeper note: the truth behind the young people's deaths, their loss of blood, and the subsequent cover up with animal blood, is that these children were members of The Young and were willing sacrifices responding to "The Mother's Call." There is no vampire in Cobb's Corners, although you may not wish to disabuse your players of that notion too early in their inquiries, if they come across it.

Dr. Owen Perry, age 61, terrified town doctor

Born and raised in New York, Perry was looking for a peaceful rural idyll to semi-retire in. He thought he'd found it in Cobb's Corners. Boy, was he wrong! The only doctor



Dr. Owen Perry

DR. OWEN PERRY, DOCTOR

STR 50	CON 65	SIZ 70	DEX 70	INT 90
APP 75	POW 55	EDU 90	SAN 35	HP 13
DB: 0	Build: 0	Move: 5	MP: 11	

Combat

Brawl	25% (12/5), damage 1D3
Dodge	35% (17/7)

Skills

Accounting 40%, Charm 45%, Credit Rating 55%, First Aid 80%, History 50%, Language (English) 90%, Language (Latin) 60%, Library Use 60%, Listen 50%, Lore (Vampirism) 50%, Occult 30%, Medicine 70%, Persuade 55%, Psychology 60%, Science (Biology) 60%, Science (Pharmacy) 70%, Spot Hidden 60%, Stealth 40%.

in town, Perry has witnessed many strange things since his arrival: things that have irrevocably damaged his sanity.

Town scuttlebutt reports that Perry has been acting strangely for the last couple of years. It's also next to impossible to get him to come out and do a house call at night anymore.

- **Description:** a well-proportioned older white man, with a round, jovial-looking face. His hair—what little he has left—is snow white, and his eyes are a sparkling blue.
- **Traits:** always kind and courteous with the ladies, and surprisingly bawdy and comical with the gents. But beneath his grandfatherly facade lurks a terrible fear—Perry is torn between morbid scientific curiosity to uncover the mystery of Sarah's Shade and the fear of death or worse for himself.
- **Roleplaying hooks:** if any investigator is seriously hurt, they can pay a visit to Dr. Perry. If being questioned about strange goings-on in Cobb's Corners, he feigns ignorance but a successful **Psychology** roll indicates he's hiding something. If the investigators give the doctor the impression they know something's wrong, along with a successful **Charm** or **Persuade** roll, the doctor confesses to the terror that is eating him up inside (see previous for further details).

CIVIL WAR MEMORIAL (8)

In the center of town stands a granite statue of a young man in the uniform of a Union soldier from the Civil War. The soldier's clothes are torn and ragged, his head bandaged, and his left arm in a sling, yet he still has a proud, determined look on his handsome face. Below the statue is a plaque, reading: "*For our brave sons who fought to keep this great nation whole but who never returned home to hear our thanks.*" Beneath this sentence is a list of eight names. Next to the statue is a small and highly decorative iron cannon, measuring just over 3 feet (90 cm) in length and with a bore 7 inches (18 cm) in diameter. If investigators think to ask a local resident about the cannon, they might be surprised to hear it actually works. Every July 4th, Memorial Day, and on other special occasions, Sheriff Spencer packs it with gunpowder and fires it off, albeit without a cannon ball.

This memorial is set upon a small grassy hill to the right of Main Street. It is encircled by four old, iron park benches. Between the statue and the cannon is a small flower garden filled with daises and lilacs surrounded by a ring of whitewashed, fist-sized stones. This pleasant location is a favorite spot for the old-timers to come together, sit for a spell, and trade stories.

Relevance to campaign

The Keeper is advised to remember this location well, as toward the climax of Chapter 5 (**Incapacitate**, page 237), it could come in handy and just might save a few lives.

FIRST BAPTIST CHURCH OF THE DIVINE ASCENSION (12)

The only church in Cobb's Corners is a whitewashed, single-room affair with adjoining living quarters for the Reverend Earl Wilson and his family. Within, eight sets of pews are split by a central walkway, and before them, on a raised platform, stands an oak podium upon which rests a well-thumbed Bible. On the floor next to the podium sits the large oval plate used to collect donations. The church, located on the edge of the town proper, overlooks a large, well-maintained graveyard. Rev. Wilson and his family are new residents of Cobb's Corners, having only moved into the church two months ago to fill a three-year vacancy.

Those who speak to the reverend find he is a fire and brimstone sort of preacher, his sermons filled with terrible punishments for sinners. In his eyes, that means *everyone*. In contrast to Wilson's intimidating demeanor, his wife Martha—who, at 23, is 20 years his junior—and their eight-year-old son Jacob, are somewhat timid and mousy. Unbeknown to the reverend, his heavy-handedness has driven his son into The Young's waiting arms.

Relevance to campaign

When leading prayer, Rev. Wilson often notices some of the children share mocking grins with each other, as if they have some secret between them. The good reverend doesn't know his congregation well enough to put names to faces yet, but when he does, there'll be Hell to pay.

The Keeper may wish to point out that Sheriff Spencer and Rev. Wilson are often seen together, potentially instigating all kinds of wild speculation.

Rev. Earl Wilson, age 43, dogmatic zealot

A traveling preacher for some time, Wilson thought God was rewarding him when he came across a long-vacant church in the beautiful town of Cobb's Corners. Having settled his family in and started the process of winning souls back to God, Wilson is starting to have second thoughts about his apparent good fortune. Twice he has caught his son climbing out his bedroom window at night—and beaten the boy for it; the only thing the boy says is that he was going to meet friends. Wilson fears the local youths are not a good influence.

- **Description:** an imposing figure; above average height and build, Wilson's powerful physique gives the impression that, were he to wrestle the Devil, Old Scratch just might lose. His blue eyes squint, his hair is a prematurely gray, and he has an old scar running down his right cheek, received, according to him, during his "*ungodly days as a youth.*"

- **Traits:** stubborn and loud. In conversation, a successful **Psychology** roll reveals him to be a complete control freak. The good reverend is also not above committing a little sin every once and a while, as long as it's for the greater good.
- **Roleplaying hooks:** the investigators will have to work hard to gain Rev. Wilson's respect. If he doesn't see them in church on Sundays, he is disinclined to answer their questions—requiring a Hard **Persuade** roll to convince him of their piety. If the investigators can get him talking, Wilson confides that some of the local children do seem odd. Should the investigators tell the reverend about the mi-go, he thinks they are trying to make a fool out of him. He's apt to tell the sheriff about the students "foolish games," perhaps adding that he thought he could smell alcohol on their breaths.

THE SCHOOL (11)

If, or when, the investigators find out about the cult of The Young, they may wish to visit Cobb's Corners' only school. Being a small, rural town, the school is a one-room building, painted bright red, with a bell out front to ring for the start of class. Twelve desks are lined up in four rows, two seats to a desk. The inside walls are covered with maps, student artwork, and a large chalkboard. Behind her pine desk can be found the schoolmarm, Holly Rydell.

Keeper note: investigators succeeding with an **INT** roll notice there don't seem to be enough seats to accommodate all of the children in town, let alone the outlying farm

REV. EARL WILSON, PREACHER

STR 80 **CON** 75 **SIZ** 85 **DEX** 60 **INT** 55
APP 65 **POW** 50 **EDU** 45 **SAN** 50 **HP** 16
DB: +1D6 **Build:** 2 **Move:** 6 **MP:** 10

Combat

Brawl 60% (30/12), damage 1D3+1D6
Dodge 40% (20/8)

Skills

Accounting 40%, Charm 30%, Credit Rating 50%, Fast Talk 50%, Intimidate 70%, Library Use 60%, Listen 50%, Lore (Religion) 80%, Occult 25%, Persuade 40%, Psychology 45%, Spot Hidden 45%, Stealth 60%.

region—this is because many children are needed at home, especially on the farms, and therefore do not attend school.

Relevance to campaign

Mrs. Rydell has seen the horrid pictures the children draw. The ones who draw these truly ghastly images are always clustered together, whispering and giggling, and often play queer games at recess that somehow just seem sinister. She even found one of her boys in the process of cutting open a live cat behind the schoolhouse while the other children in his little group spun around him in a circle, singing a horrible-sounding song. When she confronted the children, the boy cutting the cat threatened to kill her if she ever told anyone, and oddly, she completely believed him. Five days later, the boy was killed in an apparent accident.

Another salient point Mrs. Rydell is aware of is the high death rate among the town's children. Before moving back to Cobb's Corners to take care of her elderly mother, she worked as a teacher in two other schools, both much larger than this one, and never has she seen so many childhood fatalities. Last year, she lost one pupil and has already lost two this year. The fact that the teacher she replaced two years ago, Mrs. Hunter, died under mysterious circumstances (falling down the stairs in the dead of night while carrying a large kitchen knife) gives Mrs. Rydell good reason to be more than a little afraid of her students.



Rev. Earl Wilson

Holly Rydell, age 31, confused schoolteacher

Born and raised in Cobb's Corners, Mrs. Rydell never took to small town life. She left home to find work in Montpelier as a schoolteacher, working at two different schools, before eventually marrying a local firefighter named Russ.

Three years ago, her mother fell gravely ill, and Mrs. Rydell returned to Cobb's Corners, thinking her mother would not be long for this world. The old girl has been barely holding on now for much longer than anyone thought she would. Holly's husband stayed in Montpelier, and their relationship is beginning to fall apart as a result of the prolonged separation, among other factors.

Holly took over as schoolmarm at the local one-room school after the previous teacher died; she is now starting to suspect that some of her students had something to do with the woman's death. Worse yet, she fears they might have similar plans for her. As far as the rest of the town is concerned, though, the children all think she's great—especially the boys, who all seem to have a crush on her.

- **Description:** a striking white woman with auburn, shoulder-length hair and brown eyes. She always dresses in flowery, frilly dresses extending down to her ankles. Even outside of her school, she is usually seen clutching a bundle of books and student papers.
- **Traits:** nervous and distracted, which most townsfolk put down to her mother's ongoing ill-health.

- **Roleplaying hooks:** Mrs. Rydell may be willing to relate her growing unease and fear of some of her students to the investigators, which may give them some foreshadowing of events to come in **Chapter 5**. If asked about noticing any strange behavior from her students, Mrs. Rydell initially has only good things to say about her kids; however, a successful **Psychology** roll determines she is not telling the whole truth and that she's afraid of something. With a successful **Charm** or **Persuade** roll, she confides in the investigators that yes, a few of her students do act strange, frighteningly strange (see previous for further details). Investigators gaining her confidence may also get her to reveal even more of what she's holding back. If they ask to see any of the horrible pictures her students drew, she hands them two pieces of paper she confiscated only this week (**Handouts: Harvest 3a and 3b**). However, if the investigators ask Mrs. Rydell to name the students she's most frightened of, she absolutely refuses, saying it wouldn't be right, and she should not have said anything to begin with.

OTHER NOTABLE RESIDENTS

Other notable residents of Cobb's Corners are described in the chapters where they are first encountered.

**HOLLY RYDELL, SCHOOLTEACHER**

STR 45	CON 70	SIZ 50	DEX 75	INT 80
APP 75	POW 75	EDU 85	SAN 70	HP 12
DB: 0	Build: 0	Move: 8	MP: 15	

Combat

Brawl	25% (12/5), damage 1D3
Dodge	45% (22/9)

Skills

Art/Craft (English Literature) 55%, Art/Craft (Teaching) 75%, Charm 40%, Credit Rating 45%, Fast Talk 40%, Library Use 60%, Listen 50%, Natural World 60%, Persuade 60%, Psychology 40%, Science (Biology) 40%, Science (Chemistry) 40%, Science (Mathematics) 45%, Spot Hidden 60%, Stealth 60%, Throw 60%.

Handout: Harvest 3a



Handout: Harvest 3b

MOTHER LOVES ME THIS I KNOW
 FOR THE OTHERS TELL ME SO
 THEY HAVE WATCHED US FOR SO LONG
 WHERE WE ARE LITTLE
 OUR BROTHERS ARE STRONG

YES MOTHER LOVES ME
 YES MOTHER LOVES ME
 YES MOTHER LOVES ME
 FOR THE OTHERS TELL ME SO

ARKHAM AND MISKATONIC UNIVERSITY

The Miskatonic University campus and its Arkham surrounds feature in **Chapter 2**, as well as the beginnings of **Chapters 1** and **3**, and parts of **Chapter 5**. The following section provides details on the buildings comprising the main MU campus where key events take place. In addition, a brief overview of the town of Arkham provides some useful contextual information.

All the information necessary for running *A Time to Harvest* is provided here. Some Keepers may wish to immerse themselves more fully in the life of Arkham's citizens and its university—Chaosium's supplements concerning *Arkham* and *Miskatonic University* are both ideal for this purpose, although not essential for running this campaign.

ABOUT ARKHAM

"He was in the changeless, legend-haunted city of Arkham, with its clustering gambrel roofs that sway and sag over attics where witches hid from the King's men in the dark, olden days of the Province."

—H. P. Lovecraft, *The Dreams in the Witch House*

Located on the banks of the Miskatonic River, Arkham, Massachusetts, was first settled in the latter 17th century and lies some 22 miles (35 km) north east of Boston. Home to Miskatonic University, Arkham is both a thriving and forward-looking place and a town buried in the horrors and secrets of times long past. It is not called "legend-haunted" for nothing!

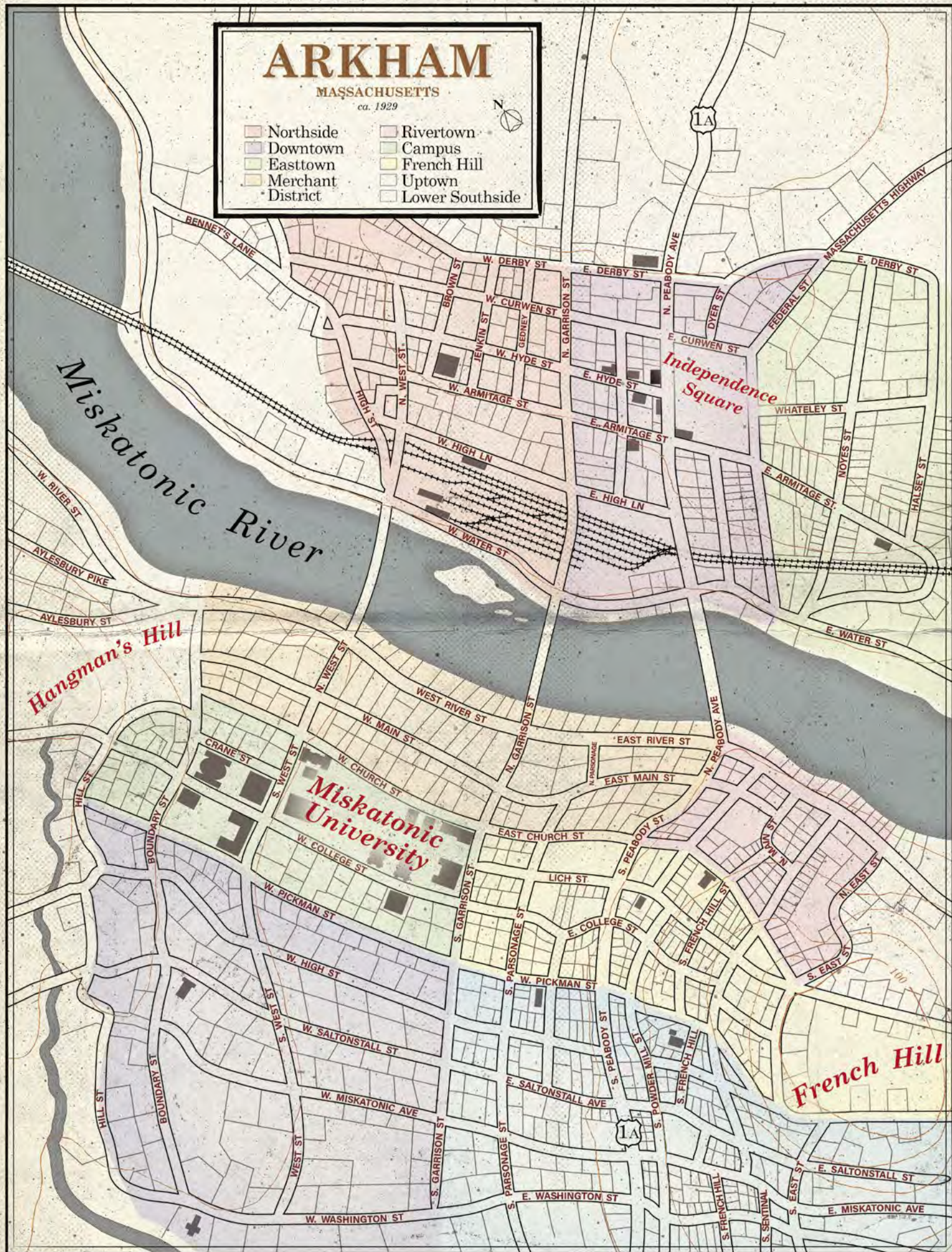
Arkham's population is around 22,500; it is large enough that no one knows everyone but just small enough that folks feel as though they could. In comparison, Salem's population in 1928 was about 45,000.

Financial institutions are open to the public from 10 am to 3 pm, weekdays; governmental offices are open 8 am to 5 pm, but close at lunchtime; most stores are also open between 8 am to 5 pm—some, particularly hardware, department stores, and lumberyards stay open for part or all of Saturday as well.

Sunday closures are near absolute: with certain exceptions, it is against the law to operate any business of any kind between the hours of 6 am and 11 am. Western Union is allowed to receive and deliver wires (but does not transmit them); the telephone exchange is open and operating, as is the B&M rail line and the local taxi service. Restaurants, speakeasies, gift shops, and other luxurious enterprises, never open on Sunday—Sunday dinners are family affairs, not commercial opportunities.



ca. 1929



Law and Order in Arkham

For the most part, the local police are inured to student antics, as harmless high jinks are expected in a university town. The fear of offending influential families tends to curtail the reach of law enforcement into the campus community; indeed, the police are used to finding academic types loitering around graveyards and snooping in old buildings in the pursuit of “learning,” and so they are happy to ignore such “field research.” As long as students and academics don’t interfere with the good people of Arkham, the police leave them well enough alone. On the whole, the police are basically honest, but they will not move without good reason against those they rightfully see as their employers. The police are not so forgiving when dealing with transients and immigrants.

Discharging a firearm in Arkham is illegal without good reason, as is possessing significant explosives (dynamite or dynamite caps). Carrying a concealed weapon is legal but requires a permit (obtainable from the police).

Keeper note: the laws regarding firearms and explosives are of particular importance when it comes to the events of **Chapter 2** and how the investigators may attempt to deal with them.

In terms of alcohol, the police know that beer and liquor have long been entering town despite Prohibition. Since even the chief enjoys a glass of scotch in the evening, the police ignore social infractions by private citizens wherever possible. Helpful officers often escort drunks home, especially those with high Credit Ratings. Rowdy and abusive drunks risk being subdued, taken to the station, and booked. Judge Keezar Randall frequently hands out stiff penalties to those who cannot handle their liquor.

Most misdemeanor arrests mean at least a night in jail, longer if it’s a weekend. Minor crimes usually warrant a warning, fine, or short jail term. Major felonies—murder, kidnapping, grand larceny (theft of anything valued in excess of \$100), and major destruction of property—are bound over for trial at the Essex County Courthouse in Salem. Proceedings for some Commonwealth and all federal crimes are held in Boston, though arrests for them can be made anywhere in the state.

MISKATONIC UNIVERSITY

Situated in the heart of Arkham, on the south side of the Miskatonic River, the university is a small, typical New England college. A significant feature in the daily life of Arkhamites, the university brings prestige and income into the town.

A Note About Student Life

University regulations ask all students who do not reside in their parents’ homes to live in a campus dormitory for their freshman year. Thereafter, students may live off-campus, although many choose to stay on site. Living off-campus means either staying in a rooming house (such as those on College and Garrison Streets) or a boarding house (popular with unattached professors).

On campus, underclassmen reside in the East Dormitory (24), upperclassmen in the West Dormitory (23), while female students are housed in Dorothy Upman Hall (26). A number of graduates and bachelor academic staff take residence in Derby Hall (22).

MAIN CAMPUS

The events of *A Time to Harvest* are concerned chiefly with the Charles Tyner Science Annex (7; Prof. Learmonth’s laboratory and office) and the Orne Library (13), both of which are targeted by the mi-go agents. The Science Hall (6) and George Locksley Hall (3) are also likely to feature, as student investigators will be attending classes, seminars, and lectures in these buildings, dependent on their fields of study.

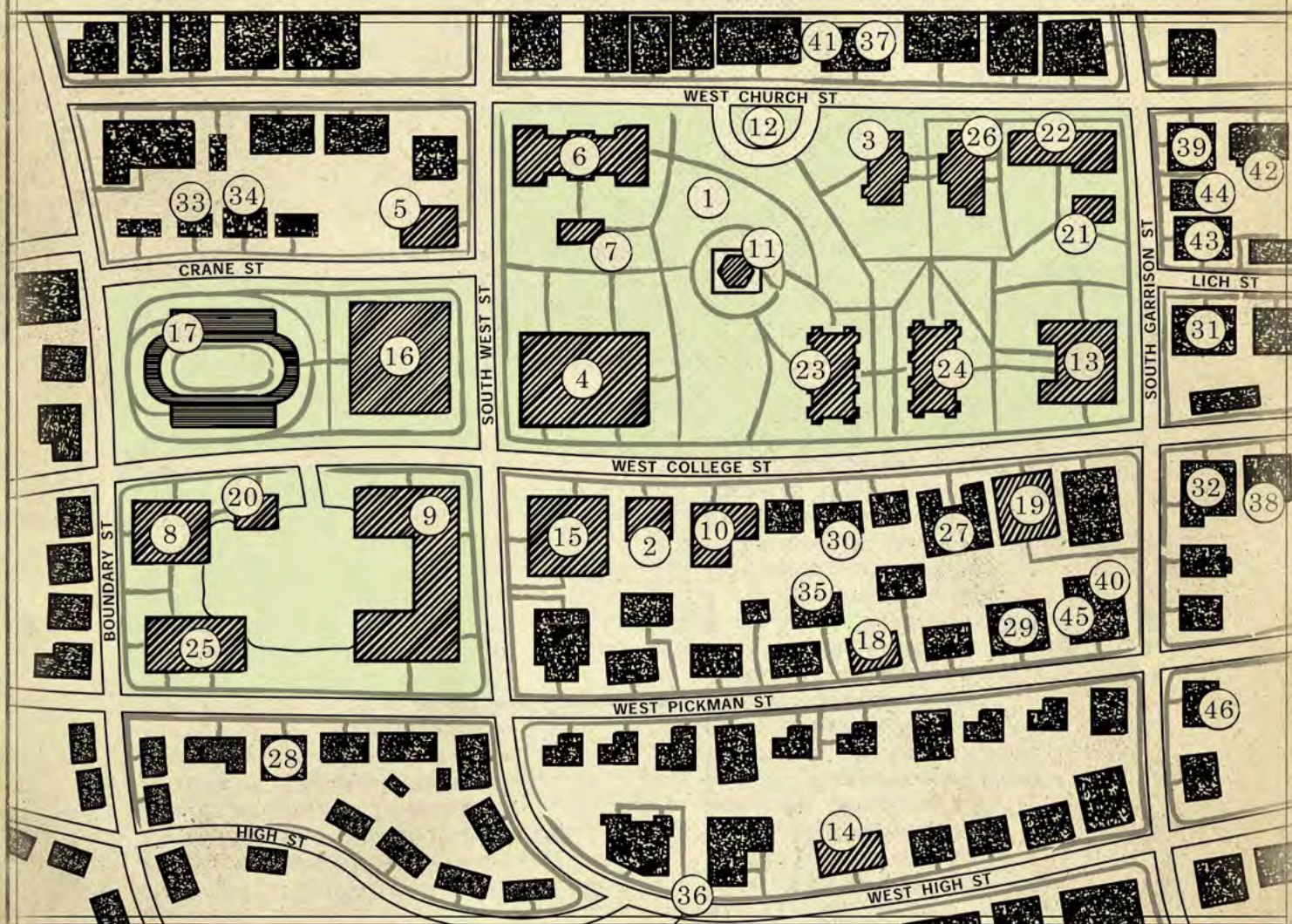
For completeness, the following provides brief descriptions of the buildings mentioned, as well as those to be found within the main campus “block” of Miskatonic University.





A Campus Plan of MISKATONIC UNIVERSITY

Arkham, Massachusetts



INDEX OF BUILDINGS

- | | | |
|---------------------------------|--------------------------------------|-------------------------------|
| 1. University Quad | 17. Athletics Track | 31. University Spa |
| 2. Hoyt Administration Bld. | 18. Packer House | 32. Paul's Steak House |
| 3. George Locksley Hall | 19. University Book Shop | 33. Miskatonic Athletic Assn. |
| 4. Robert Carter Memorial Hall | 20. University Laundry | 34. Miskatonic Miskies H.Q. |
| 5. Jonathan Edwards Hall | 21. President's House | 35. Delta Phi House |
| 6. Science Hall | 22. Derby Hall | 36. Sigma Phi House |
| 7. Charles Tyner Science Annex | 23. West Dormitory | 37. Campus Store |
| 8. School of Medicine | 24. East Dormitory | 38. Keenan's Laundry |
| 9. St. Mary's Teaching Hospital | 25. Medical Students' Accommodations | 39. Walgreen's Drugs |
| 10. Eli Hall | 26. Dorothy Upman Hall | 40. Book Nook |
| 11. Copley Memorial Bell Tower | 27. Hotel Miskatonic | 41. Jaywil's Book Store |
| 12. Statue Lawn | 28. Franklin Place | 42. Campus Bicycle Shop |
| 13. Orne Library | 29. Harriet Botsford Hotel for Women | 43. College Barber Shop |
| 14. Tabularium | 30. Garden Cafe | 44. Almen's Flowers |
| 15. University Exhibit Museum | | 45. Newport Creamery |
| 16. Axton Field House | | 46. Arkham Historical Society |

Science Hall (6)

Location: corner of West Church Street and South West Street, Miskatonic campus, across from the Copley Memorial Tower.

Originally the Philosophy and Mathematics Building, the Science Hall was renamed and completely rebuilt in 1899, when it became the headquarters of the new College of Sciences. Several large lecture halls, along with the office of campus physician Dr. Cecil Waldron (B24), can be found in the basement. More lecture halls, classrooms, and the offices of the School of Natural Sciences (125) and the Biology Department (103) are on the first floor. The second floor is home to the School of Applied Sciences (205), and the Astor Department of Mathematics (228), while the School of Physical Sciences (327) dominates the third floor. The fourth floor consists of cramped offices and some smaller classrooms, but it is primarily devoted to faculty office space. The Biology Department maintains a small greenhouse (406) on the southern side of the building.

Only two laboratory rooms are actually situated in the Science Hall: one in the basement (B6) and one on the second floor (210). The majority of labs, including Prof. Learmonth's laboratory and office, can be found in the Charles Tyner Science Annex next door.

Keeper note: the building is renamed as the Atwood Science Hall in 1931.

Charles Tyner Science Annex (7)

Location: South West Street, between Robert Carter Memorial Hall and the Science Hall.

Connected to the Science Hall by a covered walkway, the Annex was built in 1920. The annex is two stories high, and it consists primarily of advanced experimental laboratories for use by the various departments of the School of Sciences. The departments of astronomy, metallurgy, and engineering have their offices on the second floor.

The basement of the building holds an auxiliary generator. Adjoining the generator room is the Applied Sciences student lounge, a small but well-furnished cave excavated by engineering department undergrads shortly after the Annex opened.

Prof. Learmonth's laboratory can be found on the ground floor, while his office is on the second floor.

Keeper note: it is here that a team of mi-go agents attempt to kidnap the professor's brain while stealing his pasquallium research notes and samples (**The Geology Lab**, page 138).

George Locksley Hall (3)

Location: West Church Street, between Dorothy Upman Hall and the Statue Lawn.

This red brick Georgian building has the honor of being the oldest building on campus, dating back to 1779. Despite its age, the woodwork and furniture are in remarkably good shape. Locksley Hall contains lecture halls, classrooms, and minor offices. Students in the College of Language, Literature, and the Arts take the majority of their classes in this building, and almost all sections of the required curriculum are taught in Locksley. Many student clubs and campus organizations have offices and meeting rooms here, too.

Orne Library (13)

The most famous building on campus, the original Orne Library was constructed in 1781. The current gothic style building rose almost 100 years later. The massive, three-storied building was built out of native granite in 1878, replacing an earlier and much smaller wooden building.

Holding just over 400,000 volumes, the Orne Library cannot compete with institutions in nearby Cambridge and Boston, either in the number of volumes or in the breadth of its collections. Miskatonic's library is, however, renowned for its collections of New England histories, letters, and documents, many of which date back to the witch hysteria in Salem. The library is also famous for its collection of rare works of occult and magical philosophy, surpassed only by the oldest institutions in Europe.

The heavy outer doors open upon a dim, arched lobby (101). Faded frescoes decorate the ceiling. The walls bear portraits of prominent figures from Arkham and Miskatonic's history, while marble busts of literary giants stand at intervals on pedestals: Thoreau, Washington Irving, Emerson, Longfellow, Whittier, James Russell Lowell, Shakespeare, Milton, and even Cotton Mather are present. Within, the library's marble halls are cold, quiet, and drafty, but the massive skylight and tall, arched windows admit sufficient light. Many students come here to finish their assignments away from the noisy bustle of campus dormitories.

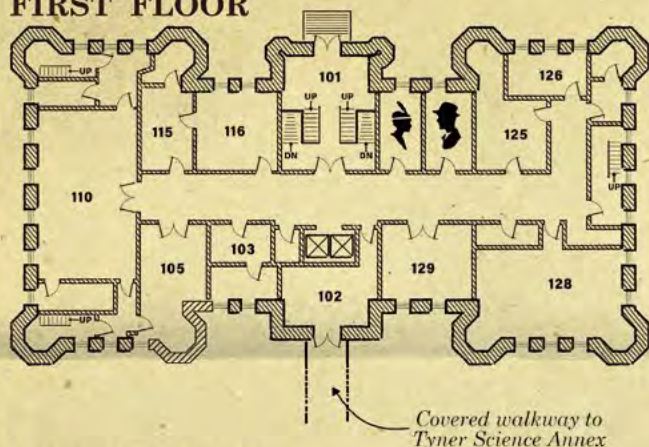
The church-like architecture of the building, down to the stained-glass panels in some of the windows, has earned the library the nickname "St. Henry's" from Miskatonic's students and faculty alike, named after the library's tireless director, Dr. Henry Armitage (**Chapter 2: Dramatis Personae**, page 121). Armitage assumed the post of library director in 1906 and has worked tirelessly to modernize and expand the library's collections. Often sleeping on the couch in his office after long nights of work and research, Armitage



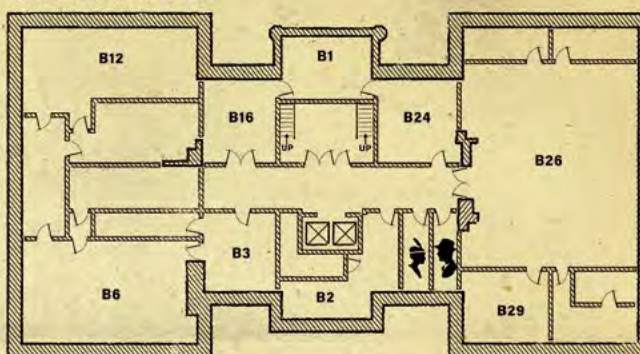
SCIENCE Hall

MISKATONIC UNIVERSITY

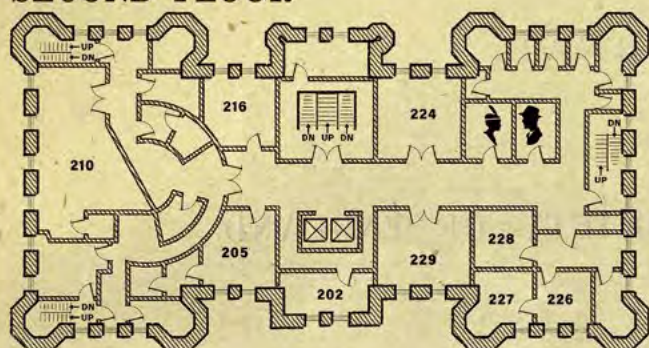
FIRST FLOOR



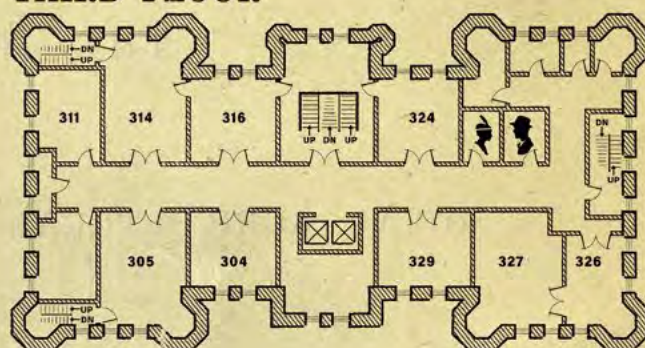
BASEMENT



SECOND FLOOR



THIRD FLOOR



SELECTIVE DIRECTORY OF ROOMS

Basement

B1 - Infirmary	B16 - Hoffman Lecture Hall
B6 - J. J. Badger Organic Chemistry Lab	B24 - Campus Physician
B12 - Dinsdale Lecture Hall	B26 - H. P. Maddox Lecture Hall

First Floor

103 - Biology Dept. Head of School	125 - School of Natural Sciences Dept. Head of School
105 - Athena Lecture Hall	128 - M. R. Ogilvie Lecture Hall
110 - Greene Lecture Hall	129 - Study Room
116 - Study Room	

Second Floor

205 - School of Applied Sciences Head of School	224 - Mersenne Lecture Hall
210 - Electro-Refinery Laboratory	228 - Astor Dept. of Mathematics Head of School
216 - Study Room	229 - Zebedee Lecture Hall

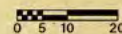
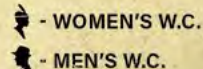
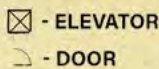
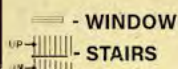
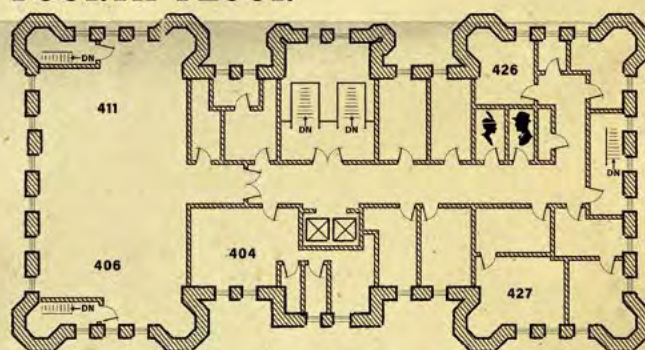
Third Floor

304 - Demonstration Suite	324 - Study Room
305 - Science School Library	327 - School of Physical Sciences Head of School
314 - Faculty Room	329 - Study Room
316 - Study Room	

Fourth Floor

404 - Graduate Student Lounge
406 - Green House
411 - Reserved Space
426 - Thesis Library
427 - School Course Advisor

FOURTH FLOOR



DIRECTORY OF ROOMS

First Floor

- 101 - Foyer
- 102 - Circulation & Reference
- 103 - Classroom
- 104 - Temp. Office
- 105 - Temp. Office
- 106 - Supplyroom
- 107 - Janitor

Basement

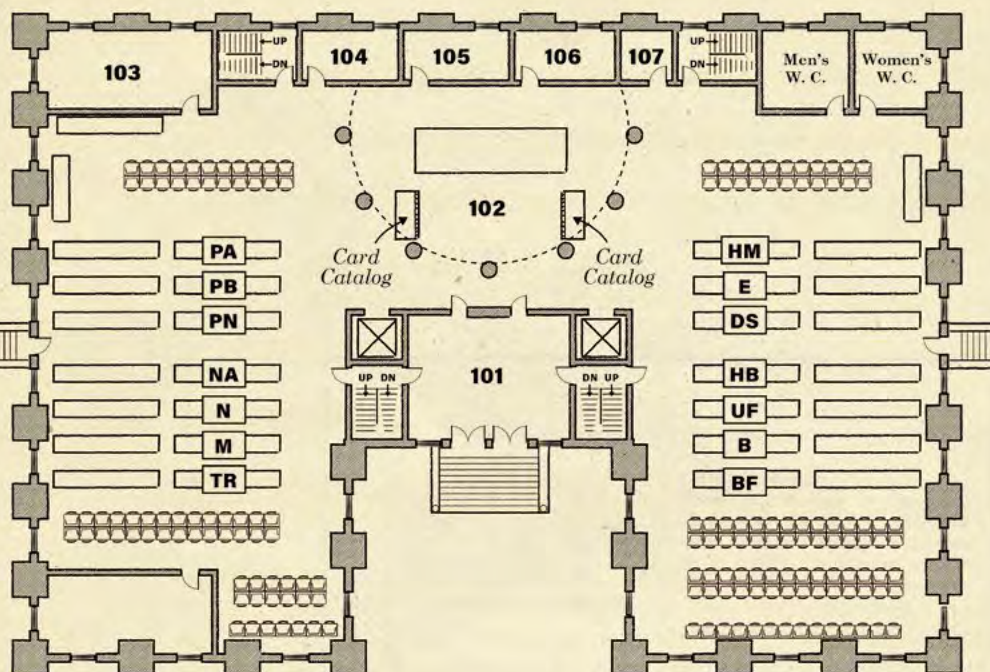
- B1 - Basement
- B1a - Overflow Shelving
- B2 - Heating and Ventilation
- B3 - Archives & Shipping
- B4 - Records Office
- B5 - Book Repair

GENERAL KEY

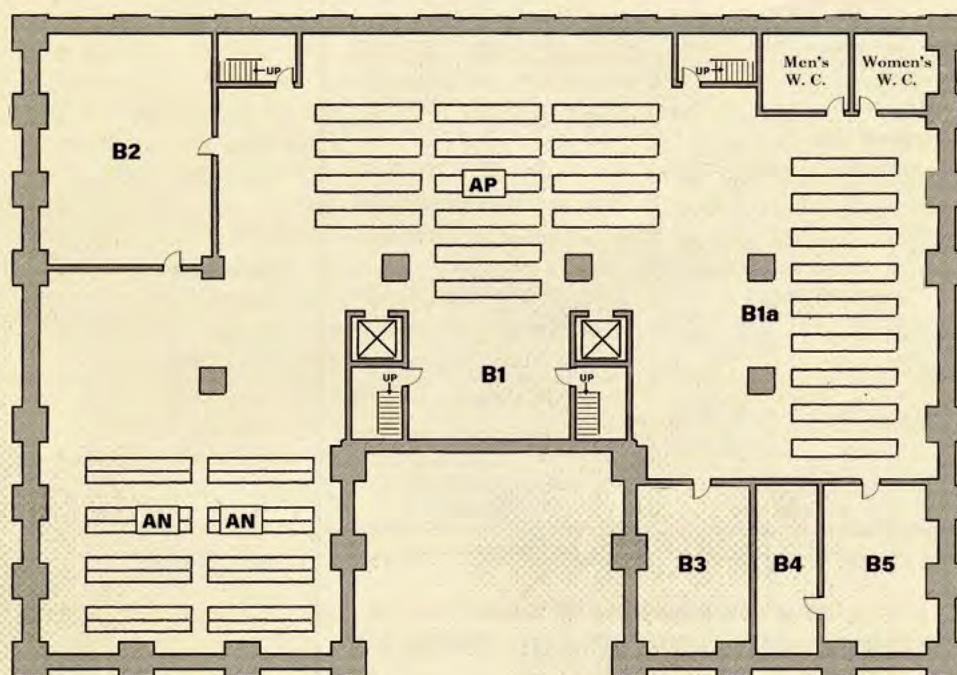
-  - DOOR
-  - WINDOW
-  - DESK
-  - ELEVATOR
-  - STAIRS
-  - ROOM #
-  - SUBJECT HEADING

0 5 10 20

DRAWING NO. 1 OF 2



FIRST FLOOR



BASEMENT

SUBJECT HEADINGS

- | | |
|--------------------------|--------------------|
| PA - Classical Languages | HM - Sociology |
| PB - Modern Languages | E - History |
| PN - Literature | DS - History, Asia |
| NA - Architecture | HB - Economics |
| N - Drama | UF - Civics |
| M - Music | B - Philosophy |
| TR - Photography | BF - Psychology |
| AP - Periodicals | |
| AN - Newspapers | |

ORNE LIBRARY



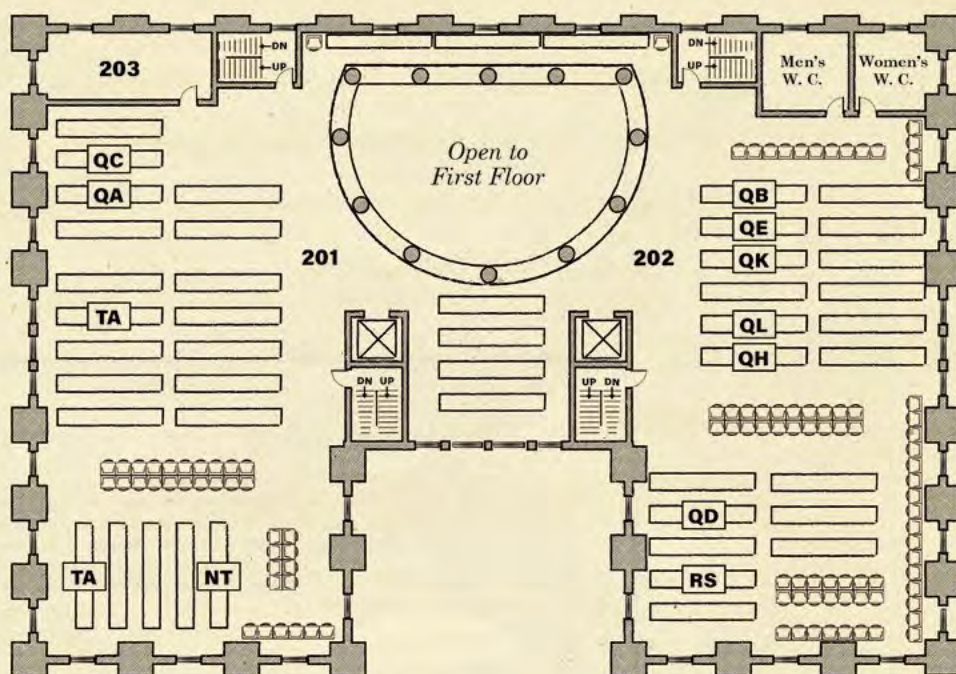
DIRECTORY OF ROOMS

Second Floor

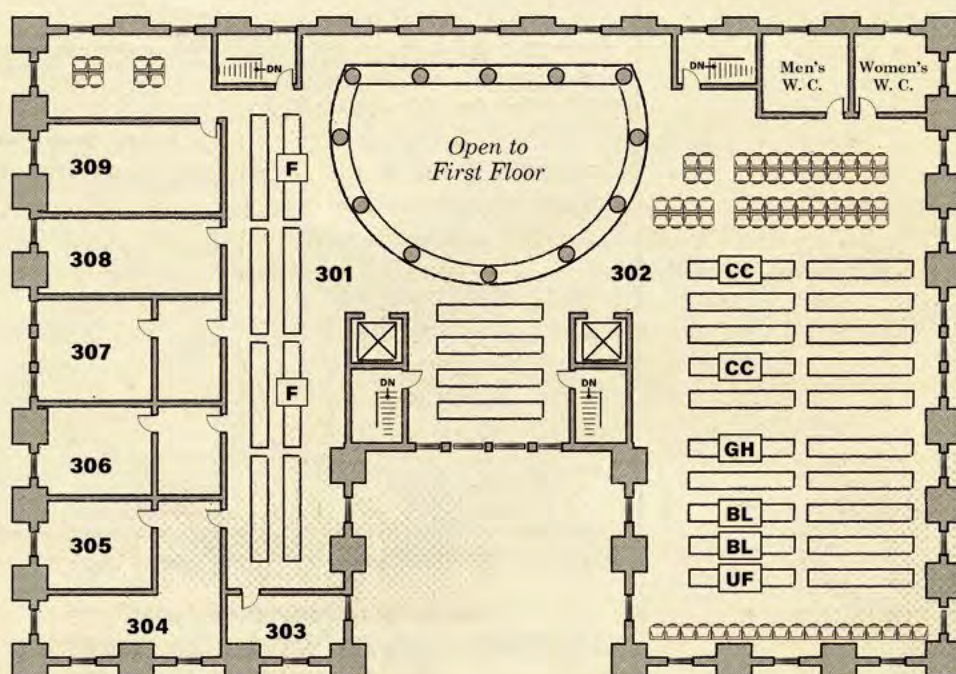
- 201 - North Bookstacks
- 202 - South Bookstacks
- 203 - Staff Room

Third Floor

- 301 - North Bookstacks
- 302 - South Bookstacks
- 303 - General Documents
Storage
- 304 - Rare Book
Collection
- 305 - Restricted
Collection
- 306 - Dr. Armitage's
Office
- 307 - Dr. Llanfer's Office
- 308 - Historical Charts
& Maps Collection
- 309 - Randolph Haskett
Law Library



SECOND FLOOR



THIRD FLOOR

GENERAL KEY

- DOOR
- WINDOW
- DESK
- ELEVATOR
- STAIRS
- 102 - ROOM #
- PA - SUBJECT HEADING

0 5 10 20

DRAWING NO. 2 OF 2

ORNE LIBRARY



SUBJECT HEADINGS

- | | |
|-------------------|------------------------------|
| QC - Physics | QD - Chemistry |
| QA - Mathematics | RS - Pharmacy |
| TA - Engineering | F - Local History |
| NT - Metallurgy | CC - Archaeology |
| QB - Astronomy | GH - Anthropology |
| QE - Paleontology | BL - Religion &
Mythology |
| QK - Botany | UF - Occult Science |
| QL - Zoology | |
| QH - Biology | |



is a common sight within the library stacks. He visits the outside for occasional meals or to sleep at home. Armitage knows the collections of the Orne Library better than anyone. Mrs. Diane Long, Head Reference Librarian, handles much of the day-to-day business of the library and, consequently, has the most contact with the students.

The library is open from 8 am to 9 pm, Monday through Friday, and on Saturdays from 10 am to 6 pm. Only the reference room is open on Sundays, from 1–6 pm; consequently, no books can be checked out on Sundays. On that day, only one assistant librarian is on duty.

The night janitor starts making his rounds at closing and is usually finished by midnight. All undergraduates are required to leave at closing, although professors and graduate students sometimes stay a little longer. Graduate students have been known to spend the entire night in the library, scrambling to finish papers or theses.

Dr. Armitage and the senior library staff (not including student interns) have keys to the building, as do tenured professors whose research requires library access. Library keys are occasionally given or loaned to non-staff scholars trusted by Armitage, but this is done very rarely.

The major book holdings are contained on the upper floors of the building. General holdings include a large collection of reference books, including several sets of encyclopedias. The basement of the library is home to the Pickman Collection: a vast repository of books, diaries, journals, letters, biographies, and genealogical data from across New England, dating back before the Salem witch trials. Bound periodicals and University records are also stored in the basement.

On the third floor, behind a heavy steel door, lies the Restricted Collection (305), containing the bulk of the Mythos holdings in the library but not all by any means—Armitage is not so foolish as to keep all the “eggs in one basket.” No one may enter the Restricted Collection without the express permission (and usually in the presence) of Dr. Armitage.

Keeper note: the Orne Library is the site of a raid carried out by a second group of mi-go agents in Chapter 2 (**The Library**, page 138).

THE RESTRICTED COLLECTION

The books here are restricted not out of concern for their integrity but for the preservation of humanity. By January of 1930, all card catalog entries and other listings of the restricted books have been removed, meaning no catalog of the Restricted Collection exists. Anyone seeking to read or peruse a volume in the Restricted Collection must ask for the book by name, and the names and addresses of all inquiring parties are recorded in a log. Only Dr. Armitage can give approval to read any portion of any book in the Restricted Collection, and a member of the library staff must be present at all times when such a book is read. All notes taken by researchers and copies made of specific passages are also subject to Armitage's perusal.

The full contents of the Restricted Collection have been left purposefully vague, allowing the Keeper to fashion the inventory to their own specifications; however, the following titles are known to have been held by the library at one time or another (further details on these books can be found in **Chapter 11** of the *Call of Cthulhu: Keeper Rulebook*, if required).

- *Cultes des Goules*
- *De Vermiis Mysteriis*
- *Of Evil Sorceries Done in New England by Daemons in No Humane Shape*
- *Nameless Cults*
- *Necronomicon (Latin)*
- *The Pnakotic Manuscripts*

Keeper note: gaining access to one or more of these tomes during the course of Chapter 2 or beyond may, at the Keeper's discretion, provide investigators the chance to learn one or two spells that could be of particular value during the campaign's climax in Chapter 5. Suggested spells are as follows, with *Call of Cthulhu: Keeper Rulebook* page references in parentheses.

- Chant of Thoth (page 249)—useful in quickly learning other spells.
- Dismiss (Shub-Niggurath) (page 249)—could be used to dispel/hasten the departure of the Outer God.
- Elder Sign (page 255)—could be used to stop the summoning of Shub-Niggurath, if carved into the altar.
- Flesh Ward (page 259)—this magical armor could be useful in the climax.
- Warding (page 265)—an early warning system for investigators taking a breath during the climax.

Note that other spells are possible, although the ones named here are ideally suited and not particularly overpowered (i.e. some other spells could cause issues in some chapters), so it is advised to stick to this list. The learning of spells could take place during periods of downtime in Chapters 3 to 5, and assumes the investigators are on good terms with Dr. Henry Armitage following the events of Chapter 2 (see **A New-Found Friend?** page 143).

Access to these spells is not necessary, as the Chapter 5 climax can be played without any spell-wielding investigators, but this option may suit a particularly academic set of characters or a group of pulp heroes looking to “make the Mythos work for them.”



The Quad and Copley Memorial Bell Tower (1 & 11)

Location: center of main campus.

Spacious lawns, intersected by paths connecting all of the main campus buildings, the grounds are well appointed with shady trees and benches. In good weather, the quad is often full of students and townsfolk strolling, studying, or enjoying a picnic. Warm weather or a full moon often draw out nocturnal strollers. Despite the administration's disapproval of the practice, unorthodox professors occasionally hold classes on the green when the day's heat and humidity become extreme.

A prominent campus landmark, the Copley Bell Tower stands eight-stories high (making it the tallest building in Arkham south of the river). Built in 1866, the tower commemorates three brothers who died in the Civil War. The bells chime every quarter hour, and it plays a halting, mechanical tune each day at 1:30 pm.

Statue Lawn (12)

Location: West Church Street.

Formerly the site of a large fountain, in 1908 the water feature was replaced with a nine-foot (2.7 m) granite statue of the former dean of the School of Medicine, Dean Halsey. The sculpture was commissioned and underwritten by the grateful citizens of Arkham who raised the statue in honor of Halsey's service to the town during the typhoid epidemic of 1905. Halsey is portrayed standing atop a marble pedestal, gazing down Church Street toward the symbolic gates of the campus. An ornate garden surrounds the base of the statue, complete with benches and pigeons, extending far into the Quad.

The Statue Lawn is a popular area for students to while away idle hours. Come the weekend, many townsfolk like to gather for picnics here; the Miskatonic Jazz Band like to give impromptu recitals on the Lawn, much to the enjoyment of all.

Robert Carter Memorial Hall (4)

Location: corner of West College Street and South West Street

This is a huge four-story building built in 1861 as part of the transformation from Miskatonic Liberal College to Miskatonic University. The building is named for Robert Carter (grandfather of noted mystic and eccentric Randolph Carter) whose semi-anonymous donations helped pay for the building's construction. The building is home to the entire College of Language, Literature, and the Arts. It's easy to become lost in the upper floors as they are a warren of departmental and faculty offices. The only classrooms are

in the basement and on the first floor—the high demand for office space means most of the school's classes are taught in George Locksley Hall (3). The basement also serves as the headquarters of the Marching Miskies, the university's unofficial marching band (the Miskies use a large lecture hall in the basement as a rehearsal space). The School of Language and Literature has its office on the first floor, whereas the School of History and Social Sciences' office is on the third floor, and the Fine Arts office is on the fourth floor. The building is overcrowded, with the third and fourth floors each housing five or more departments. The College was due to be relocated to Jonathan Edwards Hall (5) in the fall semester of 1929; however, university bureaucracy and general inertia mean this move has been delayed until 1931.

West Dormitory (23)

Location: West College Street

Built in 1888, the West Dormitory is home to most of the university's upperclassmen and a few lucky sophomores. Despite the rooms being small, the dining hall food bland, and the furniture old and faded, it is generally considered heaven compared to "Hell East," (a.k.a. East Dormitory).

East Dormitory (24)

Location: West College Street

Built in 1863, this is the lowerclassman's dormitory. All freshmen attending Miskatonic are required to live here, unless the freshman lives at home or in a relative's home in Arkham. The dormitory also hosts unfortunate sophomores who can't find lodgings anywhere else. Dismal plumbing, faulty heating, a leaky roof, and the general bustle and commotion on every floor have earned the East Dormitory the nickname "Hell East." The dining hall, while a popular gathering place, serves the worst meals on campus.

Dorothy Upman Hall (26)

Location: West Church Street (across from George Locksley Hall).

In 1875, wealthy Arkhamite Dorothy Grace Upman offered a sizeable endowment on the condition that women be freely admitted to all courses of study at Miskatonic. The trustees agreed, and part of the Upman endowment was used to build a women's dormitory on campus. Since 1879, all female scholars have been required to live here until age 30, unless they live with their families or husbands. Given the amorous inclinations of the male student body and the puritanical sensibilities of Arkham, Upman Hall is arguably the most

secure building on campus. Gentleman callers are admitted only into the entrance lobby and not at all after dark. The Upman Hall monitors are notorious for their draconian enforcement of campus curfew.

Derby Hall (22)

Location: corner of West Church Street and South Garrison Street

The graduate and faculty (bachelor academic staff) residence, Derby was rebuilt to its current purpose in 1910. A series of renovations has led to a strange and haphazard interior arrangement: rooms are oddly shaped and numbered in no apparent order. The hall also serves as a residence for guests of the University. Derby's staff ignores the usual curfew policies,

with access granted by a porter 24 hours a day. Visitors of the opposite sex are never allowed into a lodger's room, however.

President's House (21)

Location: South Garrison Street

This large, neo-classical home has served as the residence of the University President since 1892. President Wainscott has declared that he thinks the ostentatious building is an eyesore and has tabled plans to knock it down and replace it with something more modern and better-looking; however, the necessary funds to undertake such work have yet to materialize. A garden at the rear of the house is often used for entertaining the Board of Deans or important visitors.





FIELD TRIP

"It was then that I heard the story, and as the rambling voice scraped and whispered on I shivered again and again despite the summer day."

—H. P. Lovecraft, *The Colour Out of Space*

The first scenario of this campaign nominally takes place over the course of five days, following the investigators' arrival in Cobb's Corners. Each day has certain events highlighted, although the Keeper should in no way feel restricted to this timeline or list of events (see **The Passage of Time**, page 21). The investigators spending more time exploring and snooping about before the mi-go make their big move (**Day Four**, page 95) presents no real issue and allows the investigators to become familiarized with Cobb's Corners and its inhabitants, ready for their return trip to the town in **Chapter 4**. It also permits them to become better acquainted with their Miskatonic University colleagues, thus making their odd behavior in **Chapter 2** all the more apparent.

Keeper note: the investigators may do unforeseen things that could alter or even eliminate some of the events described in this chapter—if this happens, don't worry, just decide which of the encounters you want the players to face and gently guide your group to them, adapting the surrounding events as required. If the group circumvents an event entirely or somehow stumbles into one earlier or later than expected, just roll with it and adjust what takes place accordingly.

Parts of this scenario have the investigators reacting to particular events—namely Robert Blaine's plans with the mi-go to abduct his fellow students. This is by design and is important for setting up the events in **Chapter 2**. Other sections are more freeform in nature but contain more than enough strange events, mysteries, and mundane activities to keep the investigators busy. The town of Cobb's Corners is available to explore, and there is the ever-present shadow

of the cult of The Young—while it should not be a large or notable presence in this chapter, the investigators could learn a few clues to pique their interest (**The Young: a Brief History**, page 37, and **The School**, page 51), as well as foreshadowing things to build upon later in the campaign. A number of mysteries and red herrings are presented to keep the investigators guessing as to the nature of the threat they face. Finally, there is a sidetrack adventure that is literally beyond their wildest dreams (**The Dream Gate**, page 84). With all that going on, the investigators should be far too busy with these distractions to actually stop Robert Blaine from proceeding with his own plans.

The end of this scenario makes certain assumptions as to how things will turn out. If this part of the campaign plays out as it is written, then no adjustments need be made. However, sometimes events won't proceed as planned, especially once investigators get involved! Regardless of what happens, there are four conditions that should be met by the end of this chapter to allow the next chapter to proceed smoothly:

- The majority of the investigators should escape capture by the mi-go—otherwise, if they all get caught, it's back to square one (see **Mi-go Attack!** on page 101 for some advice on what to do if all of the investigators fall victim to the Fungi from Yuggoth).
- All of the NPC members of the outing should (ideally) have been captured.
- Robert Blaine should survive.
- Prof. Harrold should come to Cobb's Corners to check on his students so he, too, can be captured by the mi-go.

If necessary, these four goals can be altered as long as the linking elements within **Chapter 2** are also adapted to suit.

Opposite: Mi-go attack on the Madearan Farmhouse

SET UP: THE EXPEDITION

It is nearing the end of the summer term of the 1929–1930 academic year. Another university field trip to Vermont is planned for mid-August under the directorship of Prof. Roger Harrold of the Anthropology Department and the expedition's coordinator Robert Blaine, a senior student. Blaine will be leading the trip as Prof. Harrold has a pressing workload and must stay behind at MU.

Extra credit is available for students of history, anthropology, and folklore if they go with Blaine. At the behest of Prof. Ashley Learmonth of the Geography Department, geography, geology, and students of the other sciences can also gain extra credit by joining the field trip to conduct geological surveys of the area.

Handout: Harvest 4

PRIOR KNOWLEDGE

Investigator students who had some form of relationship with John Jeffrey or Boyd Patterson (**Existing Relationships**, page 19), or who are junior members of the academic staff, already know the following information about the previous expeditions to the area under Harrold's management. Otherwise, a successful **Know (EDU)** roll is required to recall this information.

- Last year during the summer break, teams of students led by Prof. Harrold conducted research in Vermont. One team later returned to the area to carry out further research.
- That second expedition ended in tragedy: one student, Boyd Patterson, was believed to have been killed in a climbing accident, while two others, John Jeffrey and Daphne Devine, were classified as missing (**Handout: Harvest 4**).

Sep. 16, 1929



ARKHAM ADVERTISER

NEWS • SPORTS • ENTERTAINMENT • CLASSIFIEDS

SEARCH FOR MISSING STUDENTS CALLED OFF



Breaking News!

You may remember the mystery surrounding the death of Miskatonic University history student, Boyd Patterson, and the disappearance of two of his classmates during a field trip to Vermont last month. Patterson's body was found at the foot of the Green Mountains after local Sheriff, Dan Spencer, grew concerned about the students' whereabouts and mounted a search of the woods and hills surrounding the picturesque farming town of Cobb's Corners in an attempt to locate them. The subsequent inquiry concluded that Patterson's injuries were consistent with a great fall, and his death was recorded as a tragic climbing accident. No trace of anthropology student, Miss Daphne Devine, nor geology student, John Jeffrey, could be found. It is believed that the students were in Vermont following up on a previous research trip which had taken place earlier that summer.

Another student, Robert Blaine, who had been due to take part in the expedition, suffered his own fall the night before the group's departure and, as a result of his injuries, was unable to join them. As soon as he heard of their plight, Blaine is reported to have rushed to Cobb's Corners to help with the efforts to locate his fellow students. Sadly, that search has now been wound down, as no trace of either Miss Devine or Jeffrey has been found. To date, there is no clue regarding their fate, nor may there ever be. Their loss is, undoubtedly, keenly felt by all who knew them.

- To date, no one knows what happened to Jeffrey or Devine.
- Robert Blaine was a member of the same team; however, he fell ill and did not travel to the area until after his teammates were reported missing.

If the investigators wish to discuss last year's events with either Prof. Harrold (**Dramatis Personae**, nearby) or Prof. Learmonth (**Chapter 2**, page 122)—or both—before they head off to Vermont, the professors have little more they can add to the facts already known. Both consider the outcome of the field trip as terribly tragic and hope this year's expedition will go ahead safely. If pressed (a successful **Charm**, **Fast Talk**, or **Persuade** roll), Prof. Harrold admits that he was initially reluctant to mount another visit to the same region for obvious reasons, but he was convinced to let it go ahead when Robert Blaine volunteered to take on the leadership of the student team. A successful **Psychology** roll makes it clear that Harrold feels considerable guilt about the loss of the students, especially Daphne Devine, his star pupil.

If Robert Blaine is approached about the previous expedition, he initially grows quiet then relates only the facts as publicly known. Pressing him for further details clearly makes him uncomfortable, though he adds that he lost good friends and blames himself for not being with them in their time of need. A successful **Psychology** roll reveals Blaine is telling the truth and feels a great sense of loss when it comes to Daphne Devine—less so for Patterson and Jeffrey. There is nothing they can do to convince him to say more on the matter.



DRAMATIS PERSONAE

Non-player character (NPCs) have been grouped according to their current affiliation or prime location in this scenario: Miskatonic University or Cobb's Corners. Their profiles, along with those of the monsters encountered in this chapter, can be found in the **Characters and Monsters** section (page 105). Several of the NPCs relevant to this scenario have been described previously in **Places and People of Interest** (page 38), although their profiles can be found at the end of this chapter. Some suggestions for potential prior investigator relationships with the student members of the field trip are also contained within their individual entries. These may be used during investigator creation (**Existing Relationships**, page 19) or as described in **An Alternative Beginning** (page 20). See also **Getting to Know You** (page 77).

Keeper note: there are a lot of NPCs for you to keep track of in this chapter, so we suggest printing out and pasting their portraits onto individual cards to use as play aids. The PDF version of this campaign comes with a **Keeper Reference Booklet** that includes copies of all of the NPC and monster profiles; we suggest you print this out as a play aid so that you have everything in one place for fast and easy reference. You can also do the same thing electronically, too, of course!

MISKATONIC UNIVERSITY

Prof. Roger Harrold,
age 44, guilt-ridden anthropologist

Anyone even remotely connected to MU knows of Prof. Harrold. An anthropologist of great renown and guest lecturer at several major universities, he has always called Miskatonic home. He first gained international fame after writing a book entitled *Ghosts of the Ice*, concerning an elusive Inuit tribe found in the northernmost reaches of Canada.

Unfortunately, the professor's remarkable career has been sullied by the events of last year when he allowed three students to go to Cobb's Corners, Vermont, to follow up on some personal research. A student was later found dead and the other two, including his star student, Daphne Devine, vanished without trace.

- **Description:** Harrold is a white man with wavy blond hair, bluish-green eyes, and a pale complexion. He is fond of brown suits, gold-rimmed reading glasses, and smoking cherry-flavored tobacco in his ever-present pipe. There is an almost constant expression of sorrow on his face as a result of the death and disappearances associated with last year's expedition.

- **Traits:** a friendly man who has been unable to shake the subsequent sense of guilt for the tragedy at Cobb's Corners.
- **Roleplaying hooks:** Harrold only plays a minor role in this chapter, summoned by Sheriff Spencer in response to the investigators' alleged drunken misbehavior on the evening of **Day Four** (page 95). His fate is then sealed by Robert Blaine and his alien allies when they use his body as a host for Daphne Devine's brain. Thus, while in **Chapter 2**, the investigators may see the professor around, it isn't actually "him" the investigators are dealing with.

Robert Blaine, age 24, expedition leader

A moderately wealthy and intelligent student, Blaine was heavily involved with several MU sports teams and societies, including the university debating and wrestling teams. Now, though, he no longer represents either of them, and he is rarely seen at any of his old haunts since the events at Cobb's Corners last year. He's even switched courses away from the natural sciences to focus on anthropology, history, and folklore.

It's widely known around campus that Blaine once had a serious drinking problem. Previously highly socially active, he seems to have few friends now. Any student (investigator) involved in the debate team, wrestling, or studying geology is likely to have previously encountered Blaine once or twice around the campus and is aware of his change of personality and circumstances.

- **Description:** a good-looking white man, with a lean, muscular physique. He wears understated clothes of brown and gray, and he rarely smiles, except to deliver sardonic comments. At times of stress he unconsciously grinds his teeth.
- **Traits:** Blaine is intelligent, with a biting sense of humor and a strong sense of purpose. In recent months, though, he has become withdrawn and more acidic in his dealings with people.
- **Roleplaying hooks:** driven into a deep despair by the loss of Daphne Devine, Blaine is willing to do anything to get her back, gladly doing whatever the mi-go request, so he can achieve his dreams of reuniting with her. With this in mind, he has handpicked Clarissa Thurber to unwittingly supply a new body for Devine's brain. He views himself as the tragic hero of the piece, driven to the brink of madness by the loss of his one true love. For further details, see **Recent History** (page 12).

Roderick "Little Rod" Block, age 21, geography major and sportsman

Block is one of the best players on the varsity football team. Originally from Georgia, he speaks with a slight southern accent. In addition to his formidable size and athletic prowess, Block is a bright young man and is getting good grades.



Prof. Roger Harrold



Robert Blaine

- **Description:** an African-American youth with dark hair and light brown eyes. His broad, pleasant-looking face is marred by a small "U" shaped scar on his chin (from a long-forgotten incident as a child). He proudly wears his football jersey and jacket.
- **Traits:** funny and friendly with everyone; it takes quite a lot to upset him. Brock has a natural empathy with others. All in all, a typical big lovable guy.
- **Roleplaying hooks:** the friendliest, most outgoing member of the group—save for any of the investigators—Brock is always willing to lend a hand and usually does the brunt of the physical work without ever issuing a complaint. With his natural empathy, he also knows when a person is upset and tries his hardest to make them laugh. Any investigator involved in school sports or studying geography or geology is likely to become friends with "Little Rod," if they haven't already.

Louis Gibbons, age 22, charming botany major
Gibbons hails from a wealthy Boston family. Pressured by his father, who has a lucrative medical practice, to become a physician, Gibbons enrolled in Miskatonic's pre-med courses. But, after one year at St. Mary's Teaching Hospital, he realized he just didn't have it in him to become a doctor and abruptly changed his major to botany. His father did not approve and stopped paying for his tuition; however, Gibbons was smart enough to earn a scholarship.

Louis is also known to play piano from time to time at the Regatta restaurant in Arkham. These gigs allow him to make ends meet, although he tries his best to hide this fact and tells people he performs there just for laughs.

- **Description:** a white man of average height and build, with blue eyes, blond hair, perfect teeth, and dimples that most girls think are the cutest thing. He dresses sharply (although a little threadbare). He speaks with a very broad Boston accent.
- **Traits:** smart, but too proud to ask for help and too vain to let his wealthy friends know he has suddenly been cut off from his family's funds.
- **Roleplaying hooks:** investigators studying either medicine or botany may know Gibbons prior to the field trip. Due to his medical training, Gibbons can provide first aid/medicine to anyone that requires it—possibly making him quite valuable to the investigators if they lack such skills of their own.

Harry Higgins, age 20, geology major and joker
Everyone on campus knows Harry, the quintessential class clown. In his classes, Higgins is well liked by all, including his professors. He does have a serious side but usually only shows it when studying his chosen major, geology. In addition to his skill as a geologist and comedian, Higgins has a wonderful singing voice that is only strengthened by his broad Irish accent. Louis Gibbons is a close friend, and the two often perform together (one singing and the other playing the piano) at campus gatherings.



Roderick "Little Rod" Brock



Louis Gibbons

Born and raised in Ireland, Higgins is related to Arkham Irish mobster, Danny O'Bannion, who currently runs all bootlegging operations in Arkham. The two aren't particularly close, but, because of their common blood, the gangster has been known to look in on his "little cousin" from time to time. Higgins, having come from the more law-abiding side of the family, does his best to keep his relationship to O'Bannion a secret, as he is embarrassed by his cousin's criminal reputation.

- **Description:** a thin, frail-looking white youth with reddish-brown hair and green eyes. He has a large, (silver dollar-sized) birthmark on the right side of his face.
- **Traits:** Higgins makes friends easily due to his wonderful sense of humor and is the one person on the field trip always joking and never taking anything seriously.
- **Roleplaying hooks:** the last one to believe the investigators' strange stories until, typically, it's too late.

Terrence Laslow,
age 22, snobbish history and psychology major

The only son of the New York Laslows—a wealthy couple who didn't even blink when the crash of '29 hit—Terrence Laslow has been spoiled rotten all his life, and the fact that he is highly intelligent only makes matters worse, as he knows full well how gifted—both mentally and financially—

he is. Laslow has never been afraid to flaunt his blessings in another's face. In fact, showing someone up is one of the few things that can bring a smile to his ratty visage. At school, Terrence is tackling two majors: history and psychology.

Just like Harry Higgins, everyone on campus knows Laslow, but for completely different reasons. Even the small clique of other wealthy students he associates with don't really like him; they just tolerate him as he's part of their social circle, and it's expected of them. To make matters worse, Laslow is brilliant, so he discriminates against anyone who falls short of his high social and intellectual standards.

- **Description:** Laslow has a face so thin and sharp that, coupled with his small dark eyes, he sometimes resembles a pale rat. Black hair and a thin moustache that has never filled out accentuate his weasel-like appearance. Coming from a wealthy family, he is always immaculately dressed and loathes getting dirty.
- **Traits:** a less than sparkling attitude—a snobbish, uppity, mean-spirited, rich boy whom no one likes.
- **Roleplaying hooks:** a caustic little worm, Laslow insults and belittles anyone and everyone, given the chance—this includes the locals of Cobb's Corners that he and the other folklorists are interviewing, which should make things interesting, to say the least.



Harry Higgins

Terrence Laslow

William Noakes,
age 20, friendly but bewildered student

Noakes is in the minority at Miskatonic University, as he's a local boy from Arkham. He got his strong physique helping his father out on the farm, where he thought he would remain; however, his uncle saw how smart he was and wanted the boy to attend the university, so he paid his way. Although he has taken many classes and has shown some interest in both anthropology and history, Noakes has been a little overwhelmed by this sudden change in his life and has yet to choose a major.

Noakes' personality has made him very popular at the university, not to mention he's an Arkhamite and knows all the fun places in town. He's also a star on the university swim team.

- **Description:** a big, strapping white lad with curly auburn hair, blue eyes, and freckles. He dresses in inexpensive clothes and carries an old pocket watch his father gave him right before he started college that he checks at least a dozen times a day.
- **Traits:** Noakes is outgoing and friendly, with a generous nature and a genuinely kind heart.
- **Roleplaying hooks:** Noakes will attempt to befriend all the investigators, if given the chance. With his strong rural background, he is more readily welcomed by the townsfolk of Cobb's Corners and could prove a real asset in connecting and communicating with the locals.



Clarissa Thurber,
age 21, ambitious chemistry major

The youngest child of chemistry professor Theodore Thurber, Clarissa has two older brothers, both of whom were pushed into a life of science by their overbearing father. Firmly of the belief that university is no place for a young lady, Prof. Thurber had no intention of letting his only daughter enter into academia. But, after relentless pestering from both Clarissa and her mother, the professor finally consented, but on one condition: Clarissa could attend Miskatonic University—his second and most fondly-remembered teaching position—but she must major in chemistry and always make the Dean's list, like her brothers before her. Now reaching the end of her second year, Clarissa's GPA is 3.8—better than either of her siblings.

- **Description:** an attractive young African-American woman, with long, brown hair styled in the latest fashion, hazel eyes, and an athletic physique. She enjoys wearing pretty dresses of a conservative length. The only piece of jewelry she wears is a silver locket (a family heirloom from her mother).
- **Traits:** intelligent and with a point to prove—not least to her father—Clarissa isn't one for socializing beyond her immediate academic circle because of her strict study habits. She has a very faint lisp that she works hard to conceal.
- **Roleplaying hooks:** handpicked by Blaine to join this new field trip for the sole purpose of providing a replacement body



William Noakes

Clarissa Thurber

for Daphne Devine's excited brain. As such, Clarissa is never long out of Blaine's sight. Should any of the investigators start flirting with her, Blaine does everything in his power to keep the two apart (see **The "Romance,"** page 78).

Jason Trent,
age 20, history major and shy scapegoat

Trent is the only child of a domineering, overprotective widow. He never knew his father. The only reason he's going on the field trip with a group of complete strangers is because, while pursuing his own private research into the history of witchcraft, he let his grades slip and now needs the extra credit. Trent has few, if any, friends at school and never attends social activities.

- **Description:** of Italian-Chinese descent, Trent has dark brown hair and eyes, thin lips, and a round face. He dresses primly and acts as stiff as his over-starched shirts. His eyesight is so terrible that he must wear thick-lensed glasses to see.
- **Traits:** Trent's shyness means he only speaks when spoken to, and he tends to avert his gaze when speaking to others. His bashfulness is doubled when dealing with women. Trent's compelling interest in witchcraft, as well as causing his grades to fall, has earned him a reputation around campus as being spooky and strange.



- **Roleplaying hooks:** while a little odd in his own way, Trent is completely harmless and could provide the investigators with a wealth of occult knowledge—if only they can win his trust. It is highly unlikely that any of the investigators are friends of Trent's prior to the university outing; some might have seen him wandering the campus once or twice, but that's about all—even though he's attended Miskatonic for some time, his shyness and quiet manner make him one of those people that seem to disappear into the background. In addition to his potentially useful occult knowledge, Trent may also act as a potential red herring to distract the investigators away from the real threat of Blaine.

COBB'S CORNERS

Agnus Bellweather, age 88, knowledgeable local

Agnus was the town mid-wife before Dr. Owen Perry (**Dr. Perry's Home and Office**, page 48) arrived in Cobb's Corners, having learned her trade from her mother. She has a reputation for being a wise woman by those who like her and a witch by those who don't. Nowadays, she makes a meager living concocting herbal remedies and dispensing sage advice to anyone with coin to spare or a chicken to trade. Once married long ago, her husband died of influenza before they had any children. She could never bring herself to marry again.



Jason Trent

Agnus Bellweather

- **Description:** a little gnome of a woman, yet there's still plenty of spark left in her hazel-colored eyes. Her knee-length, silver hair is worn in a single thick braid. She wears rimless spectacles for her nearsightedness and employs a cane to help her walk.
- **Traits:** sharp-eyed and insightful.
- **Roleplaying hooks:** Agnus can be found on her porch at all hours, dozing away the time or petting Beltane, her cat. She can be of help to the investigators in relating what she knows of the history of the town. Investigators asking around for a person with plenty of strange tales to tell will hear her name mentioned over and over again.

Emily Braithwaite,
age 18, simple-minded country girl

Emily lives with her parents high up the valley, not far from the maple tree forest. Most townsfolk know she has learning difficulties as a result of suffering a difficult birth. She is also mute.

- **Description:** a pretty white girl, with long red hair and freckles on her nose. Her knees are scabby from her frequent trips and falls, and her nails are black from scrubbing through dirt to catch bugs.
- **Traits:** with the mind of a three-year-old child, Emily is very trusting. She understands basic commands, but she may wander off if not under constant supervision.



Emily Braithwaite

- **Roleplaying hooks:** investigators may hear about Emily's disappearance from the townspeople. She went missing while her mother was hanging washing—Emily saw a butterfly and followed it into the woods and became lost. After wandering, Emily came across a deserted shack and the men of Leng, who took her prisoner. It is up to the investigators to save her.

Joe Harlow, age 58, local and truck driver

Born and raised in Cobb's Corners along with his eight brothers and sisters, Harlow has held jobs as a farmer, miner, dockworker, trapper, moonshiner, carpenter, and now a (temporary) Miskatonic University truck driver. Harlow is being paid to be responsible for the truck's care and for his local knowledge. He's a good pick for this job because, as a moonshiner, he knows all the short cuts and back roads around his town. He also knows all the best fishing spots.

- **Description:** there's very little hair left on Harlow's head and what he has is short, wispy, and as white as snow. He is always dressed in a buttoned-up work shirt, faded bib overalls, and a tatty straw hat. It's difficult to tell that Harlow's eyes are blue because he squints constantly.
- **Traits:** a friendly man who tells tall tales about his adventures in all of his previous careers.
- **Roleplaying hooks:** Harlow drives the large truck for the team of surveyors—the investigators first meet him when they



Joe Harlow

arrive in Cobb's Corners, where he has a reputation for being a "Jack of all Trades." Harlow is not above selling the students some of his homemade moonshine, as long as they promise to keep their transaction a secret. He also knows quite a bit more than he lets on about the local legends concerning the "visitors to the valley" (the mi-go). He suspects something strange lives in the nearby hills and mountains, and although he won't tell the investigators anything about it, he will warn them to stay out of those hills because, as he puts it, "*Bad things are known to happen up there.*"

John Jeffrey, age 25, failed mi-go experiment

Jeffrey is one of the three students lost after their return trip to Vermont—unlucky souls who inadvertently encountered a mi-go mining operation. Jeffrey became a test subject for the mi-go's latest experiment, using him to create a functioning Dream Gate that allows the mi-go's agents physical access to the Dreamlands. Somehow, Jeffrey managed to go through his own Gate, causing the experiment to go wrong, with catastrophic consequences for the poor student. Returned to the Waking World, he materialized partially embedded in a chunk of rock in the sugar maple forest behind the **Maclearan Farmhouse** (page 80), where his emaciated, neither fully-dead nor fully-alive body remains trapped.



- **Description:** once an attractive young African-American man, Jeffrey is now a prisoner of his own mind. Dead in body, his brain has survived, maintained by the implants inserted by the mi-go. Frail and emaciated, patches of his rotted form are infested with carrion insects and gnawing maggots. The one exception is his head: his sunken eyes are open but lifeless, his jaw hangs slack, his puffed up, purple rotted tongue protruding out over his lower lip. The top of his head is missing (removed by the mi-go), although the brain, still fresh-looking, pulses beneath red cables, crystalline structures, and chunks of bioluminescent fungi.
- **Traits:** insane as a result of his horrific experiences and desperate for a release from his pain.
- **Roleplaying hooks:** only investigators who were acquainted with Jeffrey in the past know anything about him. Jeffrey's Dream Gate allowed some entities from the Dreamlands to cross into the Waking World, but now the Gate is malfunctioning, preventing their return. Jeffrey is transmitting dreams of his predicament (**Perchance to Dream Parts One and Two**, pages 85 and 89, respectively), and after sensing Emily Braithwaite's plight, his guilt has manifested in further dreams pleading for help (**Perchance to Dream: Part Three**, page 94).

Deputy John Cutter, age 20, baby-faced cult leader

See **Campaign Background: Deputy John Cutter's Home**, page 47, for Cutter's description. His profile can be found on page 107.

James "Jimmy" Maclearan, age 48, embittered drunk

See **Campaign Background: The Sheriff's Office**, page 42, for Maclearan's description. His profile can be found on page 108.

Sheriff Dan Spencer, age 40, puritanical lawman

See **Campaign Background: The Sheriff's Office**, page 42, for Spencer's description. His profile can be found on page 108.

Richard Wendell, age 35, noseay small-town reporter

See **Campaign Background: Cobb's Corners Gazette**, page 44, for Wendell's description. His profile can be found on page 108.

START: ROAD TRIP

The investigators are set to leave Miskatonic University on August 15th, well before dawn. Arriving at the prearranged meeting place on South West Street, midway between the Science Hall and Robert Carter Memorial Hall (**Campus Plan of Miskatonic University**, page 57), the investigators see two automobiles (Chevrolet Model Ks) and a large Ford AA truck standing by to take them to their destination. A gaggle of other students mill around the vehicles. As their luggage is loaded onto the truck, expedition leader Robert Blaine introduces the investigators to their fellow researchers (if they don't know each other already), before encouraging them to make themselves known to the rest of the group. Besides the good-looking and sardonic Robert Blaine, the other students are:

- **Clarissa Thurber:** an intelligent and charming chemistry major.
- **Jason Trent:** a small, shy history major.
- **Roderick Block:** a large and friendly football hero and geography major.
- **Louis Gibbons:** a chatty botany major and former pre-med student.
- **Harry Higgins:** a ceaselessly joking geology major, originally from Ireland.
- **William Noakes:** an outgoing anthropology and history student, still deciding his major.
- **Terrence Laslow:** a snobbish bore with double majors in history and psychology.

Blaine explains that the group will be lodging in the formerly deserted Maclearan farmhouse, a rundown building surrounded by uncultivated land, located 3 miles (5 km) outside the town of Cobb's Corners. The expedition will be split into two groups:

- **Group One:** the geologists, archeologists, and other "workers in the soil." This group will be provided with an assortment of tools and surveying gear to conduct soil surveys in the area, kindly supplied by the expedition's sponsor, Federated Oil and Chemical, via Prof. Learmonth. While Roderick Block drives the truck from Arkham to Cobb's Corners, a local man named Joe Harlow has been commissioned to arrive each morning at the farmhouse where the students will be staying to drive them to and from their work site, as the back roads of Cobb's Corners can be quite treacherous.
- **Group Two:** the anthropologists, historians, folklorists, and psychology students, plus those from any other areas of study. They will be equipped with notepads, pencils, and "incentive"

money to encourage locals to share folklore and stories from the area's oral tradition. Should the students wish to record their conversations with any willing locals, a carefully packed camera with a flash powder tray and a phonograph with recording cylinders are available for their use. The expedition's two Chevrolets are at Group Two's disposal, allowing them to canvas the area more effectively. Terrence Laslow drives one car and the other is placed in the care of the investigator with the best Drive Auto skill; if no investigator has above base in that skill, then William Noakes takes on the additional driving duties.

The two Chevrolets can carry five people each (the driver and four passengers—five at an uncomfortable squeeze), while the truck can accommodate the driver and two passengers in the cab (anyone else will have to rough it out in the back of the truck with the luggage and equipment). How the investigators and the NPCs divide themselves up depends on their group assignment and any prior relationships (**Getting to Know You**, following).

Getting to Know You

As the investigators are likely to be fellow students or staff members at MU, the Keeper should discuss if any of their fellow travelers are already known to one or more of the investigators, be it through their course or a sporting or social group. This may well have already been established to some extent during character creation (**Existing Relationships**, page 19) or during pre-campaign scenes (**An Alternative Beginning**, page 20).

The Keeper should use the information in each student's **Dramatis Personae** entry to develop potential connections between the various student NPCs and the investigators, asking the player concerned to define the relationship—for example, is the NPC a good friend, an enemy, or a rival? The strength and nature of their relationship determines how much an investigator knows about their traveling companion(s). If the investigator is more than a passing acquaintance, then they may know more personal information, including one or two possible secrets, at the Keeper's discretion. Alternatively, a successful **Know (EDU)** roll for those unfamiliar with a particular NPC reveals some widely known piece of college tittle-tattle, if appropriate.

Keeper note: while an investigator may have had fleeting contact with Robert Blaine around campus, none of the player characters should have a close relationship with him. Likewise, none of the investigators should be close friends with Jason Trent.

BACKSTORY CONNECTIONS

If connections haven't already been established between the NPCs and the investigators during character creation, the Keeper may wish to have the players roll 1D8 now to randomly work out who knows whom.

Roll 1D8	NPC
1	John Jeffrey (on the previous expedition)
2	Boyd Patterson (on the previous expedition)
3	Clarissa Thurber
4	Roderick Block
5	Louis Gibbons
6	Harry Higgins
7	William Noakes
8	Terrence Laslow

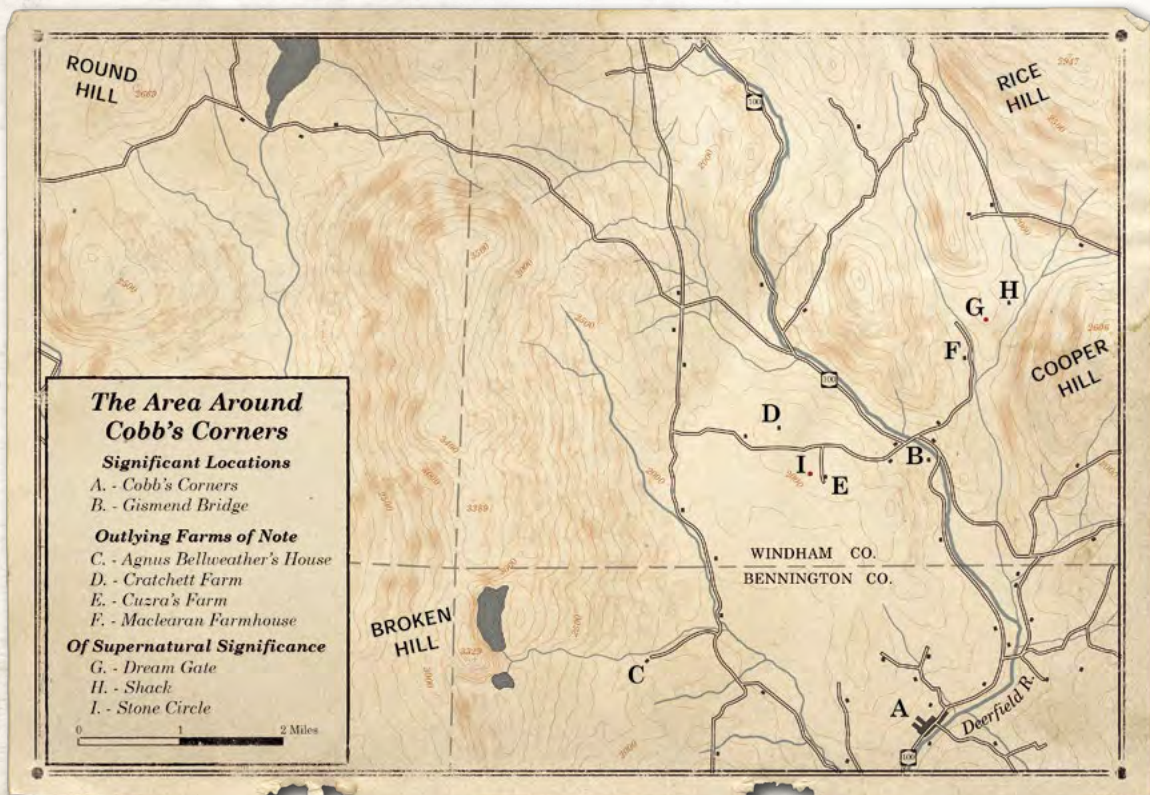
Once any existing connections have been established, the Keeper should use the journey to Vermont to roleplay a short conversation between each investigator and one of the NPC students. This may be an NPC with whom they already have a relationship, or it may be someone they've been thrown together with as a result of their group assignment. As discussed in the Campaign Background, such small scenes help to more clearly define the NPCs' personalities and foster links with the investigators, making the changes of character that come to light in **Chapter 2** all the more obvious and telling.

Keeper note: obviously, the investigator and relevant NPC must be traveling in the same vehicle in order to have their conversation. Alternatively, such scenes could take place at a gas station or diner along the way to Cobb's Corners. You may also wish to permit some shuffling between vehicles after a rest stop to enable a particular scene.

The "Romance"

Throughout the trip, Blaine constantly attends to Clarissa Thurber, granting her every wish to the best of his ability. She will be made comfortable, even if it means inconveniencing one of the other students, and will never be placed in a situation that could, potentially, damage her health—no exposure to the elements in the back of the truck, for instance. To the casual observer, it appears Blaine is hopelessly in love with her.

Cobb's Corners environs map



The investigators (and the other NPC students) may pick up on this interaction between the pair. At first glance, it appears to be nothing more than young love, although a successful **Psychology** roll reveals that, while Blaine appears to dote on Thurber, he actually seems to have little regard for her feelings. Instead, he seems to be far more interested in her physical health.

Keeper note: Blaine wants to make sure that nothing happens to Clarissa's body. He couldn't care less about the mind inside it, as his intention is for Devine's brain to occupy Thurber's somewhat attractive shell. For Thurber's part, as a beautiful young woman, she is used to the attention of men—both welcome and unwelcome—so is not unduly disturbed by Blaine's fawning, even if it is somewhat wearing after a while.

TIMELINE OF EVENTS

Here is a rough timeline of events in Cobb's Corners. The Keeper should feel free to move events as necessary to reflect the investigators' actions.

Day One

- Arrive at **The Maclearan Farmhouse** (page 80).
- Encounter with Richard Wendell outside Jim's Grill (**A Trip to Jim's Grill**, page 81).
- Late lunch at Jim's Grill (**A Trip to Jim's Grill**, page 81).
- Meet Sheriff Spencer and Deputy Cutter (**Enter the Sheriff**, page 82).
- Possible tour of Cobb's Corners with Deputy Cutter (**The Full Treatment**, page 82).
- John Jeffrey sends dreams to one or more investigators (**Perchance to Dream: Part One**, page 85).

Day Two

- Blaine organizes the students into groups (**Research Begins**, page 86).
- Possible sighting of a zoog (**The Wild Hunt**, page 86).
- Group 1 undertakes **Folklore Interviews** (page 86).
- Group 2 heads to Rice Hill to survey for pasquallium ore (**Digging Deep**, page 88).
- John Jeffrey sends more dreams (**Perchance to Dream: Part Two**, page 89).

Day Three

- Group 1 continues to gather folktales (**Gathering Tales**, page 90).
- Group 2 returns to Rice Hill, this time with Blaine (**Rice Hill Survey**, page 90).
- A terrible storm hits the valley (affecting the **Gathering Tales** and **Rice Hill** scenes), enabling Blaine to sneak off while the mi-go try to kidnap Group 2, but the bad weather prevents the attack.

- Gismend Road Bridge incident (**The Bridge**, page 90).
- Harry Higgins fosters a mutiny (**Harry Higgins' Rant**, page 93).
- John Jeffrey sends more dreams (**Perchance to Dream: Part Three**, page 94).

Day Four

- Sarah Maclearan's remains are discovered after the storm clears (**The Gathering**, page 95).
- Group 1 meets Agnus Bellweather (**Mrs. Bellweather**, page 96).
- Group 2 journeys to Broken Hill to a new survey site (**New Ground**, page 95).
- Investigators track down the Dream Gate and John Jeffrey (**Dealing with the Dream Gate**, page 97).
- Investigators rescue Emily Braithwaite from the men of Leng (**The Cabin in the Woods**, page 100).
- The mi-go launch their attacks against the dig site and the Maclearan Farmhouse (**Mi-Go Attack!**, page 101).
- Investigators are potentially arrested by either Spencer or Cutter (**Back at the Farm**, page 101).
- Captured students have their brains swapped by the mi-go (**Captured by the Mi-Go?**, page 103).

Day Five

- Prof. Harrold arrives in Cobb's Corners (**Conclusion**, page 104).
- The investigators are sent back to Miskatonic University (**Conclusion**, page 104).
- Prof. Harrold has his brain swapped by the mi-go (**Conclusion**, page 104).

DAY ONE: ARRIVAL

The students arrive in Cobb's Corners at the Maclearan farmhouse around 1:30 pm. Depending on which vehicle they took for the drive, they may be dusty, tired, and in need of a wash to freshen up. Robert Blaine announces that this day is for settling in, so there will be no interviewing or digging work today. The investigators are free to pretty much do as they please—within reason. Blaine also makes it clear that, as he's responsible for the group's safety while they're on this field trip, he will be keeping a close eye on all of them. So, if they want to head off anywhere on their own, they'd better have a good reason for doing so.

THE MACLEARAN FARMHOUSE

The farmhouse is a two-story unsightly eyesore surrounded by thigh-high grasses. Behind the farm, large sugar maples grow where once corn or wheat held sway. Within the house, a few unbroken chairs sit facing one another before a brick fireplace (F) in which cold black ashes lie. A large window looks out on what was a front yard.

Miskatonic University has been good enough to run a phone line to the house, but, unfortunately, the dwelling has

neither electricity nor gas. The layout consists of a front room, a large kitchen area (D), and what must have been a parlor (E) downstairs, as well as two large bedrooms (A and B) upstairs. The place is dusty and obviously could do with a clean. Oddly enough, the place doesn't really feel abandoned, almost as if someone or *something* still visits here from time to time...

Hanging on the wall above the handpump in the kitchen sink is a faded yellow and blue hand-stitched plaque that reads "God bless our happy home." Below the kitchen's side window stands a large insulated metal box into which ice can be poured and used to keep food cold. The rear window looks out onto a flower bed (I) and a decrepit outhouse (J) that sits like a wooden island amid a sea of grass; a collapsed barn (H), some 50 feet (15 m) behind the house and surrounded by the sugar maple forest (G), can also just be seen from this window.

Blaine assigns the rooms upstairs to the women students, while the men must make do with cots in the front room downstairs. Blaine chooses the parlor (E) as his own private sleeping space.

During the day, anyone using the kitchen sink or making a trip to the outhouse privy may notice the beautiful flowerbed, surrounded by a ring of stones. The violets, daisies, buttercups, and lilacs that fill the plot are in full bloom; the plants are in far better order than might be expected, given the dilapidated state of the rest of the property. A successful



Natural World, Science (Biology or Botany), or perhaps a **Hard Spot Hidden** roll identifies that the flowerbed has been weeded quite recently.

Keeper note: what the investigators don't know yet is that beneath this pretty garden molders the decomposing body of Sarah Maclearan—buried in secret by her grief-stricken husband, James, who still tends the flowers when sober enough to do so.

A TRIP TO JIM'S GRILL

Once the truck is unpacked and the equipment squared away, and everyone has been assigned their sleeping arrangements plus had the chance to clean themselves up, Blaine, to prove that he's not such a bad guy (after his previous patriarchal statement), announces he's taking everyone to Jim's Grill to buy them all a late lunch. The short drive through Cobb's Corners to reach the diner provides the investigators with a brief overview of the town's layout. Refer to the map of Cobb's Corners, page 39, for further details.

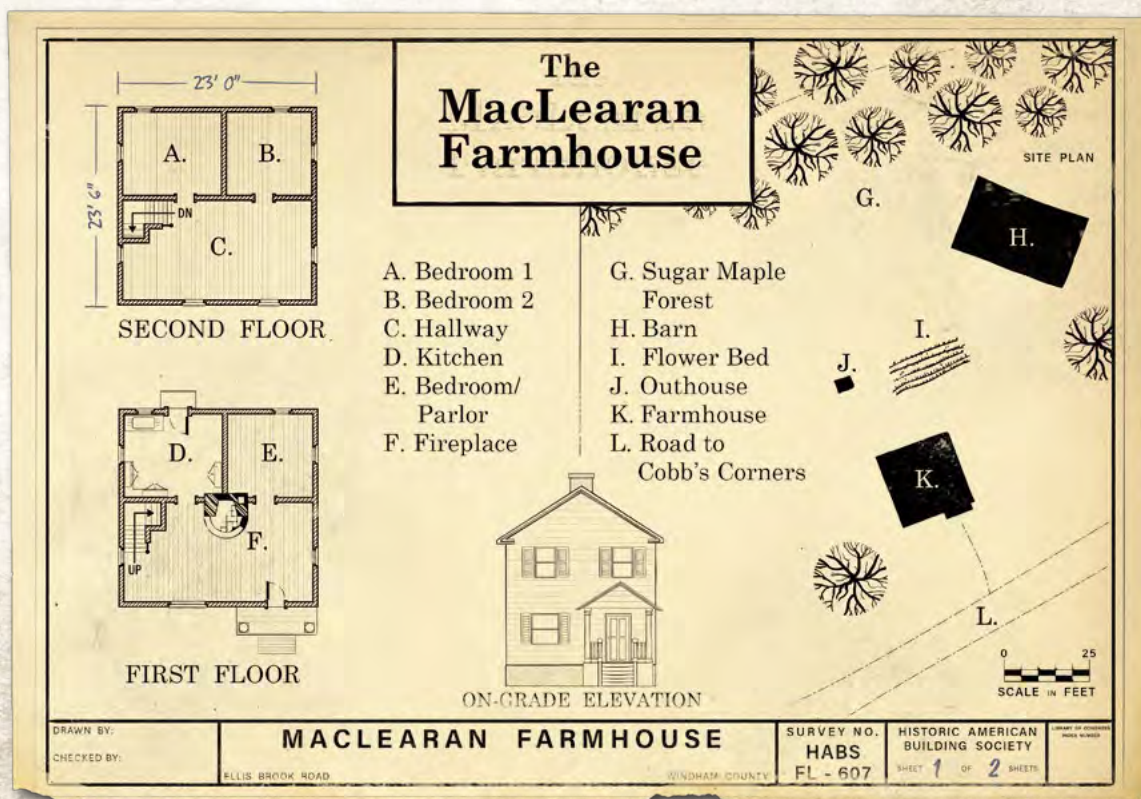
As the students pile out of their vehicles in front of **Jim's Grill** (page 45), Richard Wendell, the local reporter, approaches the group and introduces himself (see **Cobb's**

Corners Gazette, page 44, for his description and relevance to the plot). Wendell proceeds to ask rapid-fire questions about everyone's names and reasons for being in the area, as well as asking to take a group picture. After some small talk, and assuming everyone is fine to have their photograph taken, Wendell goes on his way, leaving everyone to finally enter the restaurant.

Keeper note: the nosy newshound intends to use the photograph alongside a short article about the students' mission, no doubt accompanied by some lurid details of the previous year's tragedy.

Inside, Ann Haggerty greets the new arrivals with a smile, while her husband, Jim, prepares food in the back kitchen. Sitting at the counter is their 14-year-old son, Jason, who is drawing a picture of a spooky-looking tree—should an investigator strike up a conversation with Jason about the picture, he smiles and says, "*There are lots of cool trees around here.*" Before much more can be said, the door swings open and in stride Sheriff Spencer and Deputy Cutter.

Keeper note: for Jim, Ann, and Jason Haggertys' descriptions and relevance to the plot, see **Jim's Grill**, page 45.



Enter the Sheriff

Keeper note: prior to their arrival in the diner, Sheriff Spencer and Deputy Cutter were spending the day as they usually do: the sheriff was preaching to his former brother-in-law, Jimmy Maclearan, about the sinfulness of alcohol (**The Sheriff's Office**, page 42), while the deputy was reading from a stack of mystery novels. After the investigators' vehicles pulled up and everyone disembarked, the sheriff waited just long enough for them to get comfortable at the diner, before getting up, nudging Deputy Cutter, and wandering over to Jim's Grill to make his presence felt.

The sheriff saunters over to the counter to get a cup of coffee from Ann Haggerty before turning his attention to the erstwhile adventurers. Deputy Cutter loiters nearby, watching but not saying anything.

The sheriff glares down at the students, as if looking at a group of hedonist anarchists, before launching into the following speech (either read aloud or paraphrase, as necessary). Spencer does not allow his little talk to be interrupted, and he ramrods through all arguments and naysayers.

"My name's Sheriff Spencer and this, here, is Deputy Cutter. We are the law in Cobb's Corners. We will not hesitate to make your stay here most unpleasant if you break the rules. I am aware of how you city kids enjoy your speakeasies, staggering around drunk at all hours of the day and night. I realize there are so many of you delinquents that the authorities in the city let you run amok without a care for your lives or your souls. Well, not here. This is a God-fearing town! There will be no stories of drunken carousing, shoplifting, cow tipping, or any other perversions your idle minds can come up with! Cobb's Corners has already seen more unwanted attention than it deserves thanks to the last group of inebriated hooligans who rampaged through here and wound up dead or missing in the mountains. We don't need you stirring up trouble—so watch yourselves, because we'll be watching you. God bless and have a fine day."

With his speech delivered, Sheriff Spencer drains his coffee, puts the cup on the counter, and strolls out. Once Spencer has gone, Deputy Cutter approaches the investigators, flashing them a grin while apologizing for his boss' behavior. He asks if he might join them for lunch.

Cutter appears to be around the same age as the students. His friendly and good-natured manner makes him quite likeable (especially compared to the sheriff). He's also pretty handsome—youthfully muscled, with sky-blue eyes and short brown hair (see Cutter's entry in **Places and People of Interest**, page 38).

Assuming the investigators permit Cutter to join them for lunch, Deputy Cutter asks Blaine if he has heard anything about Mr. Jeffrey or Ms. Devine—it doesn't require a Spot Hidden roll to see Blaine quickly go pale and deflated at the

mention of Ms. Devine's name. As Blaine shakes his head, Cutter apologizes and changes the subject to the reason for the new visit from the university.

Keeper note: at this point, Deputy Cutter is not "in the know" as to the mi-go plan; however, tonight he contacts the aliens and learns of their intentions.

The very friendly deputy attempts to pump the investigators for information while pointing out residents who aren't likely to want to talk to the students, as well as those who may actually know some scraps of real information. Cutter warns them about Mr. Wendell, the local reporter they have already met, who had a field day for the two weeks he speculated about the grisly demise of the other students.

Keeper note: use Cutter to direct the investigators to some of the NPCs mentioned in **Places and People of Interest**, (page 38), such as Dr. Owen Perry, Fred and Christine Karner, and Mabel Carruthers at the library. Feel free to invent some townsfolk names here too; some possible names could be Ed Tanner, Marion Greene, Abe and Mary Walsh, and Old Bill—none of these are developed NPCs, just names for Cutter to use and who can be referred to when the students undertake their door to door survey (**Folklore Interviews**, page 86).

During the conversation, the deputy asks them where they're staying. When he finds out it's the Maclearan farm he smiles sadly and shake his head. If pressed, he relates the following story: the farm used to belong to Sheriff Spencer's sister Sarah and her husband James Maclearan. James was a rough character, who got into lots of fights and such, but he always treated Sarah like gold and loved her dearly. They lived a good life on that farm; the only sadness being, they couldn't have kids. About 20 years ago, Sarah got real sick. Turned out it was consumption (tuberculosis) and there was nothing anyone could do for her. It took some time for her to die. Jimmy went crazy about then and hit the bottle harder than ever. After her death, he claimed he could still see her sometimes. Things continued to go downhill from there. The bank took possession of the farm and, even though the sheriff still thinks of Jimmy as a brother, he doesn't want him in his house. Jimmy pretty much lives in the jail nowadays, coming and going as he pleases until the sheriff finds him drunk and locks him in a cell until he's sobered up. The deputy warns the group that Jimmy's got a vile temper and he's more than a little crazy, so they'd do well to avoid him.

The Full Treatment

Providing he ate with them, following lunch, Deputy Cutter says that, since it's quiet around town, he would be more than happy to take the group on a tour of Cobb's Corners.

Keeper note: if Cutter doesn't eat with the students, they'll have to discover the town for themselves and may miss out on the story of Sarah's Shade (following)—for now, at least. Alternatively, Cutter can be waiting for the investigators outside the diner, at which point he offers them the guided tour.

If the investigators agree, Cutter shows the students around Cobb's Corners. He first takes them to the center of town to see the Civil War memorial with its working cannon and then to the warehouse district, where fresh produce is loaded onto shallow-draft vessels traveling the Deerfield River. Along the way, he introduces the students to Mabel Carruthers the librarian, Dr. Owen Perry, and a host of other friendly people—refer to **Places and People of Interest** (page 38) and the map of Cobb's Corners (page 39) for further details on the town and its residents. As evening approaches, the deputy suggests dinner at Jim's Grill, after which he leads the students back to the Maclearan farm in his squad car.

On arrival at the farmhouse, the investigators might be surprised when Cutter produces a small bottle of whiskey and offers everyone a taste, "*Long as no one tells the sheriff, of course.*" Louis Gibbons and Harry Higgins set about building a campfire outside. Naturally, this means it's a great time for ghost stories, and Deputy Cutter has one to tell. Once everyone is comfortable around the fire, Cutter begins his story.

The deputy explains how it's common practice for kids to try to spend the night out here at the old Maclearan farm; but, as far as he knows, no one has made it all the way through a night yet due to the ghost of Sarah Maclearan. Sarah's Shade (the name the locals gave her ghost) has been blamed for all manner of animal disappearances, bouts of sickness, and even for the deaths of several children over the years. Cutter doesn't claim to have ever seen Sarah's Shade—and for that he says he's happy. People say that to see Sarah's Shade means that death will soon be at hand.

After spending an hour or so with the students, Cutter says farewell and drives off; however, instead of returning to town, he heads up to the mountains and informs the mi-go of the town's new visitors.

RED HERRINGS GALORE

To help keep the investigators busy and get them involved with their fellow (NPC) students, the Keeper is advised to make use of innocent yet creepy events—things only partially seen or heard—and, of course, red herrings.

If the investigators focus too much on Robert Blaine then use Jason Trent, the history major, as a red herring

to distract attention away from Blaine. Trent is painfully shy and only speaks when spoken to, leading to a possible interpretation of him being overly secretive. Also, he has an acute fascination with witchcraft and, in particular, the Salem Witch Trials. There are many things Trent could do to cast himself as a potential villain in the investigators' eyes, but some suggestions include:

- An investigator notices Trent reading a copy of Margaret A. Murray's *The Witch-Cult in Western Europe* (Oxford University Press, 1921).
- Trent is seen digging an odd-looking root out of the ground, which, once identified by a successful **Natural World** or **Science (Biology or Botany)** roll, turns out to be *Mandragora officinarum*, a rare plant not native to North America—more commonly called mandrake root. A successful **Occult** roll recognizes the root as a key ingredient in witchcraft and potion brewing.
- Trent seems to like taking long, solitary walks in the woods out back of the farmhouse around sunset. If anyone attempts to accompany him, he changes his mind, only to head off later.

The Keeper could also build tension by having the drunk and slightly insane **Jimmy Maclearan** (page 43) start lurking around the farmhouse. Maclearan's presence should become known only slowly, starting with scattered footprints, glimpses of a raggedy man spying on the investigators from the woods, or having the students return from their work to discover that someone has been searching through the farmhouse and their private things—all successful **Spot Hidden** rolls to notice.

When encountered, Maclearan is just as likely to be nice to the students as he is to be belligerent and, with his ever-present hunting knife, dangerous. A group **Luck** roll determines his mood: if failed, Maclearan is in mean, angry drunk mode. He starts grumbling on about how, "*My Sarah don't like having strangers in her house,*" before moving on to, "*You college types had better not upset my wife,*" and so on. Such confrontations might mean the involvement of the sheriff and can also lead directly to a third possible red herring—the ghost of Sarah Maclearan (following).

After hearing about Sarah's Shade from Deputy Cutter, the investigators might begin to think they have a haunting on their hands—if so, the Keeper should run with it. In reality, there is no ghost haunting the area, but the locals do genuinely believe that any life threatening or unseasonable sickness is caused by Sarah's Shade.

- Many locals confess to hearing about someone who found dried husks of animals, their blood sucked from them. They've never found one themselves, of course.

- Many children claim (truthfully; successful **Psychology** roll) that something gibbered and groaned when they approached the Maclearan house on a dare. (What they don't know is that this was only Jimmy Maclearan, coming back to his old house in a drunken stupor to tend the garden.)

Keeper note: most animal disappearances attributed to Sarah's Shade are in fact perpetrated by The Young as sacrifices to Mother. As for the unexplained deaths of children, those were The Young's devoted disciples of Shub-Niggurath being called to the Mother. Of course, the investigators won't know any of this (at least not yet), so this ghost story could be used to great effect for unnerving and wrongfooting them.

THE DREAM GATE

John Jeffrey's capture a year ago proved most fortuitous for the mi-go. Having an especially high POW, Jeffrey proved to be an ideal test subject for an unusual experiment they had been developing. The ever-inquisitive mi-go have long wanted to understand the dreams of humans—they know their captured human brains dream while encased in their special cylinders, and they have listened to the brains describe another realm only accessible through such dreams (the Dreamlands). The

Fungi wish to understand more fully just what this dream dimension is and whether or not it truly exists. As the mi-go cannot dream—they find the very concept strange and somewhat outside their terms of reference—they cannot mentally enter the Dreamlands. Despite these limitations, certain mi-go scientists hatched a plan.

Human psychic ability would be far more powerful if the mi-go had not limited it in pre-history—or so the hidden and ancient people of K'n-Yan claim, and for the sake of this campaign, they're right (see also **Mental Meddling**, page 33). The mi-go's plan involved boosting John Jeffrey's psychic ability and placing him in a permanent REM (Rapid Eye Movement) sleep state. This procedure, in addition to their own Gate technology, created a Gate to the Dreamlands—similar to the mechanism Randolph Carter used to enter the Dreamlands in Lovecraft's story *The Silver Key*.

The Dream Gate allowed humans and real-world items to pass into the Dreamlands and then return to the Waking World. Thus, the mi-go were able to send human agents into the dream dimension to explore and study it on their behalf; the curious mi-go find it safer to use agents rather than themselves in such potentially dangerous experiments. Artifacts and living creatures could be brought back from the Dreamlands for the mi-go to examine—all thanks to a now utterly insane John Jeffrey.

Handout: Harvest 5

You open your eyes to find that you are not in bed and instead lay upon a flowerbed. The immense night sky is full of twinkling stars and a huge gibbous moon rises directly above you. The moon is somehow sinister in a way that you cannot properly explain. As you rise from the flowerbed, the flowers make a rustling noise, and as you stand, you realize the rustling noise continues. Turning around, you see the flowers seem to shudder of their own volition. Backing away in fear, you find your gaze is taken toward the dark woods. Ugly shapes and creeping shadows move between the tree trunks, somehow almost human but twisted and smaller. Suddenly, a myriad of glowing eyes appear in the tree line, blinking and feral. The rustling stops and from deep within the woods you hear a man's cry, long and painful. You hear your name shouted aloud, twice—the second time so loud it wakes you. You are in your bed, sweating, confused, and frightened.

Somehow, Jeffrey semi-awoke from the forced sleep and, in a somewhat catatonic state and by some unknown means, slipped through the Dream Gate and disappeared into the Dreamlands. With their access to the Dream Gate gone and no ability to follow, the mi-go lost Jeffrey. Ever the pragmatic scientists, they marked him as a failed experiment and moved on to other areas of research.

Days after his disappearance, Jeffrey reemerged in the Waking World, materializing not far from the Maclearan farmhouse, but now a shadow of the man he used to be. When reappearing, Jeffrey's body became embedded in, and fused with, solid stone. In its biotechnologically-altered state, his brain still lives, keeping the relocated Dream Gate open. Due to his heightened psychic abilities, Jeffrey has been transmitting dreams to those perceptive enough to receive them. Those minds with which he had a connection in life are the easiest for his wandering, dreaming mind to contact.

Keeper note: as recommended in **Existing Relationships** (page 19), at least one of the investigators should have a backstory connection to John Jeffrey: a former romance, a college buddy, a family member, or an old friend. Thus, any investigator with a connection to Jeffrey experiences the dreams described in the **Perchance to Dream** sections (see **Parts One** (following), **Two** (page 89), and **Three** (page 94)

for further details). If none of the investigators are connected to Jeffrey, their proximity to his fused remains mean that they may begin to experience the dreams with a failed **POW** roll.

Just when the dreams begin to manifest for the investigators is determined by the Keeper; it may be on the night of their arrival in Cobb's Corners or a day or so later, depending on how involved the Keeper wishes the investigators to be with their field research, red herrings, and so on. The dreams should eventually lead the investigators to John Jeffrey's body and the encounters his Dream Gate has created (**Dealing with the Dream Gate**, page 97).

Perchance to Dream: Part One

An investigator previously connected to John Jeffrey automatically receives this dream transmission. Otherwise, a failed **POW** roll is required to experience the dream; success means the investigator in question sleeps soundly and is not connected to Jeffrey. The Keeper should give copies of **Handout: Harvest 5** to the affected player(s).

Keeper note: it is advised to give the investigators the opportunity to discuss the dream the following morning as this can lead to entertaining roleplaying opportunities if more than one investigator received Jeffrey's dream. The investigators realizing that they shared the same dream provokes a **Sanity** roll (0/1 loss).



DAY TWO: RESEARCH BEGINS

Following breakfast, Blaine organizes the students into two parties: those interviewing the locals, and those conducting the soil survey (see **The Team Members** box, nearby). The day is already starting to feel hot and sticky—and looks to only get worse.

Once the truck driver, good old Joe Harlow (**Dramatis Personae**, page 75) arrives, Blaine gives each group a survey map indicating the areas he wants canvassed—purposefully keeping everyone as far away from the Broken Hill region as he can without making it look obvious that that's what he's doing. Blaine intends to spend each day with a different group; today he joins the folklorists.

As necessary, allow the players to refer to their versions of the maps for both Cobb's Corners and the surrounding area (**Appendix C: Collected Handouts and Maps**).

THE WILD HUNT

Keeper note: ideally, choose an investigator who experienced Jeffery's dream message the previous night, or randomly determine someone (e.g., the investigator with the lowest current Luck score) to experience the following scene.

On the morning of Day Two, when one of the investigators leaves the main farmhouse to use the outhouse, they are treated to a sinister sight. As the investigator heads toward the outhouse, they notice a skinny-looking brown hare nibbling on weeds in a small clearing to the west. A few seconds after seeing the hare, a strange thing happens. What looks to be a large rat appears behind the unsuspecting beast.

Oddly, this rat walks on its hind legs and appears to be holding a dagger in its paw! Other oddities become quickly apparent, like the rat's huge, bulbous obsidian eyes and the twisting tentacles dangling from its snout.

The rat-creature is actually a zoog, a native of the Dreamlands (**Creatures and Monsters**, page 111) and one of many of its species haunting the sugar maple forest. The investigator has "caught" the creature mid-hunt. Two things might now happen, depending on the investigator's reaction:

- If the investigator calls out before the creature reaches the hare, the hare darts away. The zoog, unhappy that its prey has escaped, turns to face the investigator, waving its paws crossly at them before darting off through the tall grass toward the sugar maple forest.
- If the investigator chooses to watch events unfold, the zoog leaps onto the hare and stabs it viciously in the throat. The zoog then throws the dying beast onto its back before jogging away through the grass and into the forest.

In either case, seeing the strange rat-like thing and witnessing its bizarre and obviously intelligent behavior prompts a **Sanity** roll (0/1D3 loss). If the investigator attempts pursuit, they reach the clearing and edge of the trees but can find no trace of the nimble creature. A successful **Track** roll identifies signs of a scuffle in the clearing, but no tracks can be traced into or through the forest, which is quite dark and uninviting, despite the morning sun. The investigator would be wise to now be wary of strange things lurking within the sugar maple forest.

FOLKLORE INTERVIEWS

The students conducting interviews are likely to meet with between five and ten families per day (total for group), spending upwards of two hours with those people willing to talk. The Keeper may wish to roleplay the encounters or simply provide a brief overview of how many people talked, didn't know anything, or slammed the door in the investigators' faces. No social skill rolls are required unless an investigator attempts something specifically to their advantage.

Following are a number of possible responses to the folklorists' questions, each relating a tall tale or snippet of local folklore. The Keeper should feel free to make up further tall tales, as required—ghosts, werewolves, vampires, witches, the Devil, river monsters, and countless other beasts are all suitable topics.

Keeper note: not every local person is going to tell a tale, so limit these colorful quotes to one or two per day or else they will become overused. There will also be opportunities

THE TEAM MEMBERS

Group 1: Folklorists

Jason Trent
William Noakes
Terrence Laslow
+ any investigators

Group 2: Soil Surveyors

Clarissa Thurber
Roderick Block
Louis Gibbons
Harry Higgins
+ any investigators

in **Chapter 4** for the investigators to learn any “tales” missed during this episode. Presumably, the students may direct their interviews toward those people mentioned by Deputy Cutter (**The Full Treatment**, page 82), which could include NPCs named/created by the Keeper.

- *“There’s a big mound over at the base of Landin Mountain. Sometimes, when there ain’t no stars in the sky, a huge dog stands on it and howls. The dog’s as big as a bull, and its got these glowing green eyes, and its howl is all-mournful like. Some folk say pilgrims are buried in that mound, murdered by Wampanoag Indians for trying to teach them the ways of God, and the dog is the pilgrims’ guardian. One time, I was walkin’ home from my friend’s house—he lives close by there, ya see—an I’ll be damned if the thing don’t jump out at me, all snarlin’ an such. Well I straightaway made the sign of the cross and said the Lord’s prayer. It gave up the ghost an disappeared. I ain’t been bothered by it since, but others say they still hears it a howlin’ sometimes.”*
- *“You heard o’ old woman Bellweather? Ah wouldn’t go messin’ with her if ah were ya! A couple o’ years back, mah boy trew some rocks at ‘er ouse. Ya know ow boys are. Well, that spring, one o’ mah calves was born wit two eads, an they mewled like cats. Ah ‘ad ta put da evil thing down so’s we could sleep at night. Ah ‘eard dat woman can sour milk ‘n wilt crops wit a glance. Most devilish an all. The way ah ‘eard it, she was married to a fella who didn’t care much bout ‘is vows, if ya git mah meanin’. She caught ‘im wit anotha woman and took ‘is manhood away with ‘er magic. Hebehebe, smooth as a babe’s bottom ‘e was. Word is, ‘e made it ta Brattleboro, afore ‘e couldn’t take it nah more an killt hiself.”*
- *“I ‘ear the Braithwaite girl went missing again, but she is prone to wander off... Not right in the ‘ead you know? But still that mother and father of ‘er’s should take better care of the poor touched thing. Eighteen years old but with the mind of a babe, who knows what might ‘appen to ‘er, wandering the roads and the woods in the middle o’ the night?”*
- *“Sarah Maclearan is a blood sucking fiend! I know this to be the truth as, on occasion I come up missing livestock, an I heard as a bunch a folks dug up her grave cause they was tired of their kin an animals dyin’ an all. Well, that woman weren’t in her box where she belonged! We got no idea where she lays during the day. I wouldn’t be surprised if it weren’t her that killt those city kids on that mountain. Nope, wouldn’t be surprised t’all.”*
- *“My granny once told me that there’s a Indian graveyard around here somewheres, an that the farmers who originally founded this town dug it up and found all kinds a gold and fancy things. She also told me that the gold was cursed and that the youth of our town was paying a blood debt for what was taken. Now, I don’t*

know, but we do lose a lot a young folks to stupid accidents around these parts. If you ask me, that blood debt is still being paid.”

- *“At times late at night I seen weird lights and heard strange sounds coming from the hills. I believe there’s a way into Hell up there. I’ve heard growling like a mad dog, bleating like a sheep, buzzing like mosquitoes. Hell, I even heard singing a few times, as if someone was at the Devil’s own church. Sometimes it looks like there’s fires up there, other times it looks like one of those new electric flashlights, but real big and changing color.”*
- *“Sometimes, afore someone dies, I heard that a tree would start bleeding, and a crowd of whippoorwills would gather in its branches, starting up such a cry as to raise the dead. A lot of people think the whippoorwills are Sarah’s Shade, waiting to feed on the spirit of the dead before it flies up ta Heaven. Now, there weren’t no birds in my trees the day my daughter Sally died. She just had that faraway look in her eye and a strange smile on her lips. I asked her why she was carrying such a queer expression, and she said something ‘bout going home to her momma—but her momma was right here. We found my baby girl in the barn. She’d been running. Fell on a pitchfork and bled to death without a sound. And no damn birds around nowheres.”*
- *“Rats! Them things are everywhere in the woods. Big brown things leaping around the trees like they’re monkeys. Ugliest rodents I ever did see and no use for trapping what with that foul fur and meat. Damned nuisances! I think they been breeding in the Maclearan farmhouse and fled the place when you college folks arrived. Watch yourselves at night. Those vermin come back, they might eat you in your sleep. Heh, heh, no really!”*
- *“Once, when my granpappy was a youngin’, he was eatin’ lunch by a big mound in the woods where he hunted. Well out pops the Devil an he tries to bargain for my granpappy’s soul. Well, ol’ pappy weren’t havin’ none of that as he was a God-fearin’ man. The Devil promised him women, gold, the office a mayor, and whatever else he was a wantin’, but my granpappy just started a prayin’. All of a sudden, a ray of light come outta the heavens and strikes the Devil cold. That Devil just started screamin’ and a hollerin’ and disappeared. My granpappy got on his knees an’ prayed thanks. Later in life he married my grams, ran this farm, and was elected mayor—with God’s help mind you.”*
- *“Something lives in the Gismend River. Now, I don’t pretend to know exactly what it is mind you, but sometimes when it rains, you can catch a glimpse of it floating along... Its spiny head just breaking the surface. I heard it might follow the river outta the mountains, but my guess is that it lives in the underground caves along the riverbed. If the sun’s comin’ down just right, you can see them caves from the shoreline, black as a witch’s heart.”*

DIGGING DEEP

Keeper note: Robert Blaine sends the diggers off to the edge of Rice Hill to dig today, having purposefully chosen a spot that is as far away from the “real” action as possible, little realizing that it is not the uninteresting backwater he thinks it is.

The site lies a little way back from the road and across an easily fordable stream. The morning passes slowly under the increasingly hot and humid conditions, with the students clearing the area of underbrush and beginning to lay out their search grids. While the other group recording folklore may occasionally be invited inside people’s houses to drink iced tea or lemonade, the only shelter the members of Group 2 can look forward to comes from a small section of overhanging cliff a short walk from the survey site.

If, at any time, the investigators make use of the overhang to gain some respite from the sun, a successful **Archaeology** or Hard **Spot Hidden** roll notices traces of what look like petroglyphs carved into the rock face. A Hard success with the **Archaeology** roll, or closer scrutiny and a successful **Anthropology**, **Spot Hidden**, or **History** roll suggests that the petroglyphs are undoubtedly Abenaki in origin, though it is hard to date them exactly. The scene shows stylized figures—probably people—some of whom appear to be running away from a strange-looking bird-thing flapping above their heads; the other figures seem to be attacking the creature with bows and arrows.



Keeper note: the carvings were indeed made by a local group of Abenakis and depict a mi-go attack from which they were lucky to escape with their lives. This image should eerily spring to mind if anyone is later present during the mi-go assault on the Maclearan farmhouse (**Back at the Farm**, page 101). If the investigators fail to spot it, have one of the NPC students call the carvings to their attention at some point.

As the day progresses, the diggers uncover a few scattered pieces of a dark-colored ore, which a successful **Science (Geology)** roll or a Hard **Natural World** roll identifies as magnetite, also known as lodestone—a mineral this region of Vermont is well known for. Further digging reveals lumps of a greenish ore with white crystals embedded in it; a successful **Science (Geology)** roll or a Hard **Natural World** roll identifies these as talc and dolomite, respectively—again, any geology students present know that there are mines and quarries in the area that produce both. Of the hoped for pasquallium ore, there is no sign.

Keeper note: if the investigators fail their rolls, have one of the NPC students help them out with their mineral identification.

Toward the end of the day, the students stumble across the first signs of human activity in the area—assuming they haven’t found the petroglyphs already. Not far from the stream, a successful **Science (Geology)** or **Spot Hidden** roll identifies circular discolorations in the soil; a successful **Archaeology** or **History** roll suggest they could be post holes from some sort of dwelling. Should the students dig around this area, this dwelling theory is seemingly confirmed when some carved arrowheads are found within the circular enclosure formed by the post holes. A successful **Science (Geology)** roll confirms the arrowheads are made from carved dolomite. Further digging and searching finds a collection of what a successful **Science (Biology)** or Hard **Natural World** roll confirms as carved bone rings; with them is a long, heavily-corroded metal pin. A successful **Archaeology**, **Anthropology**, or Hard **History** roll suggests these may be part of a child’s ring and pin game.

AT THE END OF THE DAY

As the differing student groups pack up and head for the farm, huge black clouds start rolling in, heralding a very dark night and a possible summer storm.

It’s been a long day for everyone. That evening, after everyone’s finished eating and discussing their day, most probably want to get right to bed, although the members of

Group 2 may have brought their recovered artifacts back to the farmhouse to get their teammates' opinions if they failed to identify them themselves. The petroglyphs also prove a popular topic of conversation.

Keeper note: if none of the investigators were at the Rice Hill site, then the NPC students return with their finds and tales of the strange rock carvings, much to Blaine's alarm.

The humidity continues to build as the night drags on. One or two investigators might wake up awash in sweat, feeling like they're sleeping on a wet sponge (an unsuccessful **Luck** roll). Most, though, exhausted by the day's activity, sleep soundly.

Keeper note: as soon as he's sure everyone is asleep, Blaine sneaks outside and uses a flashlight to contact a mi-go watcher in the hills. While it is too early in the narrative for the investigators to become aware of Blaine's mission, the Keeper may decide to allow one or two uncomfortable sleepers to attempt a **Listen** roll—this could be a secret roll made by the Keeper. If successful, the sleepers wake later with

the fading memory of an odd dream where they were in a dark place surrounded by weird buzzing sounds. Their perception of the odd buzzing noises come from unconsciously hearing (but not understanding) the aliens and Blaine cement their plans to kidnap the students. Alarmed by any discussion of the petroglyphs he overhears, Blaine convinces the mi-go to move up their attempt to snatch the students to the following day.

Perchance to Dream: Part Two

Unless the investigators have already traveled to the woods and encountered John Jeffrey (an unlikely event at this point, but possible), any investigators who had the first dream message from Jeffrey automatically receive this second one (**Handout: Harvest 6**). All other investigators should make a **POW** roll: a failure means they experience the same dream; otherwise, they sleep more or less soundly.

If the investigators previously discussed their shared dream from the night before, they know something is strange about this one from the start and should make a **Sanity** roll (1/1D3 loss); those experiencing one of Jeffrey's dreams for the first time also make a **Sanity** roll (0/1 loss).

Handout: Harvest 6

You awake in complete darkness. Not due to a starless night or curtained room, but rather the absolute darkness of the void. Frozen and immobile, there is no possibility of movement. Though your eyes feel open, nothing can be seen through the impenetrable blackness. The only sensation is a slight buzzing in your ears, and this, through slow increments, grows in volume until it becomes a terrible buzzing. You think you can hear words throbbing through the uneven tones. A sharp, excruciating pain follows, and the darkness is replaced by a sudden influx of light as nebulous shapes come into focus.

Discordant images flash before you. A fragmentary vision of a forest of huge twisted oaks thick with loathsome fungoid growths appears first, the sky barely visible beneath the canopy of leaves. This scene is followed by a city of sky blue marble. Slender minarets are visible, as are high walls lined with bronze statues dressed in medieval garb. The scene then shifts to a windswept and desolate place spotted with squat granite huts. Unclear humanoid shapes lurk nearby, dancing and capering around flickering green flames. A massive vista of cylinder-shaped towers follows. A twilight world illuminated by sickly yellow orbs. A sudden cold fear builds as you stare at the shadows lurking beyond the city's 30-foot high doorways.

These visions fade and you find you are still immobile but now seem to be in an overgrown clearing of twisted weeds surrounded by trees. Sugar Maple trees. It is broad daylight, yet no bird sings. Powerless and immobile, you sense things moving nearby. From nowhere you hear a gut wrenching woman's scream. You awake back in bed, frightened and confused.

DAY THREE: THE ACCIDENT

Thick, angry-looking clouds set the tone for what's to come. What starts as a misty sprinkle of rain turns into a deluge of biblical proportions during the course of the day.

GATHERING TALES

The folklore group may be able to get one or two more quotes (**Folklore Interviews**, page 86) before they are threatened by Hank, a gun-wielding farmer, angry because, as he puts it, *"Those hills are cursed, even the birds an' animals stay away from them wooded groves an' foul stones. Can't ya see? Ya stirred up the Devil an' the ghosts of dead Injuns, an' now we gotta pay fer it."* The Keeper can either play this scene out or summarize as necessary. Once the rain really starts to come down, the interviewers should be encouraged to cut their losses and return to the farmhouse early.

Keeper note: any investigator violence during such a confrontation will be met with a call to the sheriff. Even if they avoid him by leaving the moment the farmer or his family threaten to call for (or fetch) Spencer, the sheriff comes looking for them later that day at the farmhouse to either give them a stern talking to or to arrest them, depending on what happens during the stand-off. This gives the sheriff an alternative reason to be heading for the Gismend Road Bridge just in time to help with the rescue (**The Bridge**, nearby).

RICE HILL SURVEY

Meanwhile, Blaine spends the day with the land surveyors, who continue to uncover what they may believe to be the remains of an Abenaki family hunting camp, while they search in vain for traces of pasquallium ore. When the downpour of rain starts to become a problem, Blaine suggests the students wait in the truck with the driver until he comes back. He tells them he's going to a nearby farm to use their telephone to call the Maclearan farmhouse to see if the other group is back yet. Before leaving, Blaine smiles and says, *"I remember the weather was like this the last time I was here—don't worry, the rain shouldn't last too long. Just wait it out in the truck and things will be brighter when the sun comes out. Carry on without me if I'm not back by then."* With that, he disappears through the heavy rain.

Keeper note: it may well be that at least one of the investigators is suspicious of Blaine's motives for leaving and attempts to either go with him or follow him. If Blaine can't convince them that he'll be fine on his own, let them tag along—it just

means Blaine cannot contact the mi-go to trigger the attack. If they try to follow him, it requires a Hard **Track** roll to do so successfully due to the storm and a successful Hard **Stealth** roll to avoid being detected by Blaine. If he realizes he's being tailed, Blaine heads to the farmhouse as he said he would, before heading back to the dig. Adjust the following events to match your investigators' actions.

Blaine has arranged for the surveyors' group to be abducted by the mi-go today—the weather is the perfect ally to make sure they all stay put. Blaine goes into the nearby hills to confirm with the mi-go that everyone is in place and then jogs to the Maclearan farmhouse, telling the folklore students that he got separated from the diggers in the storm and was lucky to find his way back here. Luckily for the surveyors, though, the storm is far more powerful than the Fungi anticipated. The heavy downpour means the mi-go are unable to fly, and, as a consequence, they don't make it, meaning the team at Rice Hill enjoys an unexpected reprieve—albeit one which they are completely unaware of.

Unless the investigators act sooner, three hours after Blaine leaves them, the majority of the survey team decides something must have happened to Blaine and that they need to go look for him. If there are any investigators in this team, the Keeper should provide them the opportunity to determine what to do (*"You've been sitting in the truck for what seems like hours now, what do you want to do?"* etc.).

Any attempts to go find Blaine now are beaten back by the weather, and those leaving the truck are soaked to the skin in seconds. Despite looking, the survey team can find no trace of the missing Blaine—any tracks he might have left have been obliterated by the downpour. Calls to return to the farmhouse to get their colleagues to join in the search for Blaine are made by a growing number of the students.

If an investigator is adamant about remaining at the site to wait for Blaine's return, the others try reasoned debate but soon grow angry if the investigator remains intractable. Ask for a **Luck** roll on that investigator's part: if they fail, the others drive off and leave them to find their own way home through the hills; if they succeed, the awkward investigator's teammates gang up against them and manhandle them back into the truck before getting Joe Harlow to drive them to the farmhouse. That's when they run into trouble at **The Bridge** (following).

THE BRIDGE

The rain continues to fall heavily, and as the truck crosses the Gismend Road Bridge on its roundabout way back to the Maclearan farmhouse, the surging river sweeps part of the bridge away. The rear of the truck swings out, spinning the vehicle around as it plunges into the river, where it lodges



in debris caught on a hidden sandbank. Stuck and partially submerged in the water, there's no way it can climb the muddy slope of the river unaided. It's not far to the shore, just a matter of climbing on the hood and making a **Jump** roll, with failure meaning the investigator slips as the jump is made, causing them to fall into the water. From the water, they can decide whether to make a **Swim** roll to reach the shore or quickly climb back onto the truck's hood in order to push the Jump roll. Failing a pushed Jump roll could mean the investigator succeeds in reaching the shore but lands hard on a rock, causing 1D4 damage (badly bruised ribs, twisted ankle or wrist, etc.). Failed Swim rolls can also be pushed, with a second failure possibly meaning the investigator gets caught in vegetation (and needs help) or that they make it across but suffer a nasty-looking gash (1D4 damage) from scraping against rocks beneath the water.

Keeper note: no investigator should drown at this point; if an investigator gets into serious trouble, one or more of the students, someone from one of the nearby farmhouses, or one of the gathered town residents (see following) jump in to save them. It is, however, entirely possible for the driver, poor old Joe Harlow, to fall into the river and drown, as he's really out of shape and can't swim. Trying to rescue Harlow

requires a successful Hard **Swim** roll. Things can very quickly descend into chaos amidst the torrential rain.

Concerned by the effects the bad weather might have on the various bridges in the valley, Sheriff Spencer and Deputy Cutter are out checking each one to make sure they're all still standing when they come across the situation. Spencer sends Cutter back into Cobbs' Corners to rally the nearby farmers and townsfolk to bring automobiles, rope, and able bodies so they can haul the truck up the riverbank before the debris it's caught in breaks loose and everything is lost. He also instructs his deputy to ring the Maclearan farmhouse to ask for additional back up. While Cutter is away, the sheriff sets about assessing the situation and assisting the stranded students as best he can until the rescue party arrives.

Keeper note: alternatively, if a disgruntled farmer has contacted the sheriff about the students' visit earlier in the day, the sheriff and his deputy could be on their way to the farmhouse to have a stern word with the visitors about their behavior when they spot the truck in the river. Another alternative is that, concerned as to the whereabouts of their colleagues, investigators on the folklore team set off back toward Cobb's Corners to find them, only to discover the wrecked bridge and their associates stuck

in the river. They can either rouse the people at the farm nearest the bridge or drive back to Maclearn's place and alert the sheriff as to what's going on, or they can set about mounting a rescue themselves. It's important to somehow involve all of the investigators in the rescue to avoid their players from being excluded from the action that follows.

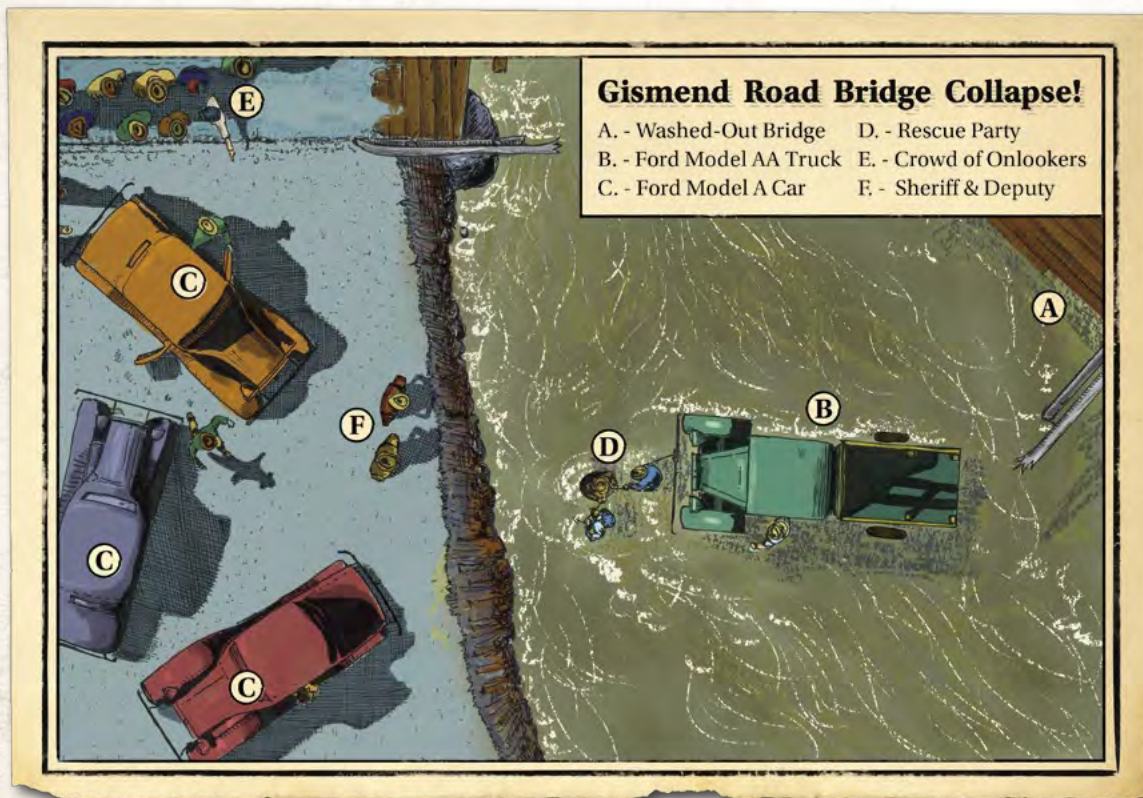
What happens at the riverside should be adjusted according to who turns up to help. Regardless, the next part of any rescue attempt is dangerous, as someone must tie three ropes to the truck's bumper. Anyone can do it except for Blaine or the sheriff (they both claim to have bad backs). If the investigators from the folklorist team are present but don't come forward, their NPC colleagues do—although they are currently on the wrong side of the river, potentially complicating matters further. An investigator needs to make a successful **Jump** or **Swim** roll to get to the truck and tie the ropes; if they are on the wrong side of the river, they must either jump or swim to the truck, then get someone on shore to throw the ropes to them (a successful Hard **DEX** roll in the pouring rain). The potential consequences of failure have already been discussed.

The other ends of the ropes are tied to the cars (investigators' or townsfolk's—not both, for obvious reasons), then, with the drivers behind their wheels, everyone else is instructed to grab a rope and start pulling. As the truck is slowly hauled ashore, a random onlooker (not an investigator)

starts shouting and pointing at the water. Investigators can attempt a **Spot Hidden** roll: success prompts a **Sanity** roll (0/1D2 loss) as they behold a rapidly deteriorating mi-go corpse. In the poor light, it looks like the top of a large pinkish blob (the thing's head) from which sprout several growths (tendrils). A dark-red clawed appendage can just be seen sticking out of the churning water.

The next instant, Blaine "accidentally" knocks into someone else, and they in turn knock one of the students into the river. This poor soul might very well be an investigator if the Keeper is feeling cruel. The commotion caused should take everyone's eyes off the lumpy "thing" slipping below the water's surface. If the person knocked into the river was not an investigator, they are quickly rescued by the surrounding volunteers. If an investigator, the Keeper should call for a **Swim** roll for them to get to safety (apply a bonus die if another quick-thinking investigator provides some kind of assistance, such as throwing them a rope). If the Swim roll is failed this time, the investigator is carried down the river and may begin to drown (see the **Other Forms of Damage** table, page 124, *Call of Cthulhu: Keeper Rulebook*). If the investigator successfully pushes the roll, they become snagged on a rock or root—the Keeper should call for a **DEX** or **Climb** roll to see if they can extricate themselves and get to safety, while also providing time for someone else to come to their assistance.

Gismend Road Bridge Collapse map



Keeper note: with so many people nearby, ready to run or jump to their aid, it's unlikely an investigator will die; if necessary, apply 1D4 or 1D6 damage but have them reach safety after a suitably dramatic "near death" escapade. And, in all the excitement, it slips the sheriff's mind that he was coming to reprimand the investigators, if that was the reason for his presence at the bridge.

After all the excitement, everyone gets back to work, and the truck is soon pulled out. It's up to the Keeper what, if anything, is salvageable from the surveyors' gear. Of course, there's no further sign of the strange pink blob that was floating in the water.

HARRY HIGGINS' RANT

Having returned to the Maclearan farmhouse by a different route—one thankfully not washed out by the floodwaters—the investigators are no doubt cold, wet, and weary. They are ready for some dry clothes and a hot meal, relieved to have survived their ordeal. Blaine, though, is frustrated; the survey team should have been collected by the mi-go before they had the chance to return. As everyone is settling down for the evening, he sneaks off in the rain to signal his masters, using a trip to the outhouse as an excuse for his absence.

Keeper note: during Blaine's meeting with the mi-go, the students' proposed kidnapping is rescheduled for Day Four.

Shortly after Blaine leaves, Harry Higgins, one of the surveyors, decides to vent his concerns. Read aloud or paraphrase the following:

"Look, I know Blaine's supposed to be the chief, but he left us out in a proverbial monsoon. Before he left, he said to wait for him, as he'd be right back. Now we find out he was all dry in here with you guys. Was that idiot just going leave us out there? I mean, did he even mention that we were waiting back at the truck? Well, I got him figured as a jinx. I mean, look at the university's last foray out here! One person dead and two still missing—one of them his girlfriend! Apparently, he was laid up with a broken arm and couldn't go with them that day. Pretty lucky on his part, eh? Anyway, I'm not saying we go home, this is a great opportunity to get in the professors' good books. I guess what I'm saying is... be careful around that guy. In fact, be careful when he's not around too. I got a bad feeling about him."

It may occur to the investigators that Blaine has been gone awhile. If they excuse themselves and head out back of the farmhouse, they meet Blaine heading toward the main building from the direction of the outhouse. If an investigator decides to check around the outdoor privy, a successful



Saving the truck from the flood

Track or **Hard Spot Hidden** roll finds that Blaine's normal sized shoe prints don't lead into the outhouse. Instead, the prints head to a spot just inside the tree line beyond it where they're joined by a second set of odd-looking prints—something like a cross between a giant turkey and a crab (mi-go tracks; a successful **Cthulhu Mythos** roll to identify if the investigator has encountered such a creature before). The rain is still coming down hard, washing the prints away before the investigator's eyes. Thus, before any witnesses can be gathered, the tracks are completely destroyed.

If questioned about how long he was out of doors or where he went, Blaine acts surprised and more than a little embarrassed. He makes excuses about visiting a stash of whiskey he secreted out back. He claims his nerves are shot and the sheriff would be angry if he found the liquor inside the house. A successful **Psychology** roll reveals he's hiding something, but Blaine does have a muddy bottle of whiskey in his hands.

Keeper note: to divert all suspicion from falling on Blaine at this time, have one of the investigators notice Jason Trent doing something odd or distracting; a successful **Psychology** roll reveals Trent seems very pleased about something for reasons known only to himself.

Handout: Harvest 7

Otherwise, the rest of the evening is uneventful. Blaine shares his whiskey around and does his best to rekindle good relations, particularly with Higgins and any investigators who might have been sharp with him. Should the strange "foot prints" get mentioned, Blaine looks puzzled, saying something along the lines of, "*I was meeting with a giant turkey? I think the whiskey and excitement has gone to your head, my friend.*" Again, a smug-looking grin on Jason Trent's face as he heads off to bed, somewhat early, might be used by the Keeper to draw attention away from Blaine.

Perchance to Dream: Part Three

This dream (**Handout: Harvest 7**) may occur on the third night—assuming the investigators haven't already resolved the situation with John Jeffrey (**Dealing with The Dream Gate**, page 97). Investigators who have already experienced the dreams continue to do so, while any who haven't yet should make a **POW** roll; a failure means they experience the latest dream—otherwise, they sleep soundly.

If the investigators previously discussed their shared dream from the night before, they know something is strange about this one from the start and should make a **Sanity** roll (1/1D3 loss); if this is the first time they have one of Jeffrey's dreams, they also make a **Sanity** roll, but for 0/1 loss instead.

You are on a cold, earthen floor. It's dark here, but not so dark that you don't realize you are in a root cellar. Gnarled knots of decayed vegetables droop above your head, root tendrils brush against your face and bare shoulders when you stand. You are naked, cold, and vulnerable. You see long wooden shelves lining two walls, holding jars containing pulsing, slightly glowing objects. Could they be brains? As you begin to approach, you turn as you hear a low, ugly growl that makes your hairs stand on end. The growl transforms into guttural words speaking a strange language you don't understand. Panicking, you run toward the stairs but, in true nightmare fashion, the stairs never get any closer as you run and run.

The roots grow thicker as you attempt to escape; grasping your hair and limbs. It is only when the strange voice reaches a booming crescendo that the roots part and you finally stumble onto the stairs. Darting upwards, you see a sturdy looking trap door barring the exit. The voice issues a final scream of rage as you hammer at the trap door and somehow manage to break it open, flooding the cellar with starlight. Sweating and panting, you climb outside to see that you are in a clearing surrounded by Sugar Maple trees. You take a few cautious steps across the wet grass.

Something cold and sticky wraps around your ankles and begins to drag you back toward the cellar. Painfully, you are bundled down the stairs and the last thing you hear before complete darkness descends is a roar of bestial laughter. You wake up, shaking in abject terror, the laughter still echoing in your ears.

DAY FOUR: THE GATHERING

The storm clouds begin to move out, and sunlight comes and goes during the course of the mostly overcast day. Anyone coming back from the outhouse around breakfast time is in for a treat: human bones can be seen jutting up from the earth of the flowerbed. This lovely sight calls for a **Sanity** roll (0/1D3 loss).

Keeper note: these are Sarah Maclearan's remains, revealed by yesterday's heavy rains.

If the investigators don't think to call the sheriff, then Blaine and the NPC students do, once word about the unearthed bones goes around the farmhouse. Any of the geologists can explain that the influx of rain must have raised the water table, pushing the bones up through the soil until they were exposed.

When the sheriff comes to examine the remains, he is reticent to speculate on the identity of the bones. A **Psychology** roll may reveal that the sheriff seems disturbed and saddened by the discovery, although he covers it well. If pushed (a successful social skill roll, such as **Persuade** or **Charm**), the sheriff says he suspects it's Sarah Maclearan. He's at a loss as to how she came to be buried here but assures the students he'll be asking "*that Jimmy Maclearan*" (his brother-in-law) about it when he gets back to town. He'll also organize for Dr. Perry to come and collect the bones while they're out for the day. If none of the investigators remember that Sarah was his sister, permit them a **Know (EDU)** roll to recall the fact or have Deputy Cutter put the pieces together for them if they fail to do so.

NEW GROUND

After breakfast, Blaine apologizes—perhaps his personal feelings have been holding the survey group back. He will allow them to work the area at the base of Broken Hill, which the previous year's survey group believed was an unusual "Indian" burial mound. He also tells them to bring a few changes of clothes and their camping gear, as they'll likely be out there at least a couple of days; once the excavation is started, he doesn't want to leave the dig site unattended for fear of looters or vandals.

When Harlow comes to pick up the survey group—assuming he survived the previous day's ordeal—Blaine takes one of the cars and drives ahead of the truck, showing Harlow how to get to his friends' last campsite on Broken Hill. If Harlow drowned during the rescue attempt, then

Blaine asks one of the investigators in Group 2 (**The Team Members**, page 86) to take on driving duties or one of the NPCs if none of the investigators are good at driving.

Keeper note: those investigators in the survey group wishing to stay and investigate the sugar maple forest haunting their dreams should be allowed to do so, assuming they can convince Blaine to release them from their digging duties. Potential excuses could include feigned illness (a sudden fever, food poisoning, etc.) or an injury, possibly received during yesterday's ordeal at the bridge. A successful **Art/Craft (Acting)**, **Charm**, **Fast Talk**, or **Persuade** roll could, at the Keeper's discretion, convince Blaine that they aren't just slacking off!

Once the survey team reach the dig site, Blaine sets everyone to work: mapping the site and recording grids, removing stones and dirt from the mound, and so on. Fearing the entrance to the mi-go base will be discovered, Blaine makes sure the investigators have far too much work to do to have the time to wander off up the hill. Should an investigator attempt to head up the hill at any point, Blaine orders them to remain at its base and continue with their work unless they want him to file a report with Prof. Learmonth, ensuring they won't get their credit for the expedition.

Part way through the afternoon, Blaine takes off, claiming he needs to get back to see how the other team's day has gone and that he'll be back later to check on the dig's progress. A successful **Psychology** roll reveals that Blaine is indeed keen to get back to the farmhouse, but he may not be being completely honest about his reasons for doing so. After what happened yesterday, the investigators may be reluctant to let him leave on his own. Any investigator who wants to return to the Maclearan place with Blaine needs to make a successful social skill roll (such as **Fast Talk** or **Persuade**) to convince Blaine to let them leave the site. If they fail, Blaine insists that a night's camping will do them the world of good. He then heads off.

Late in the day, hours after Blaine's departure, a successful **Archaeology** or **Hard Spot Hidden** roll uncovers the site's first finds—beads, quartz arrowheads, small pieces of silver (probably from jewelry), worked porcupine quills, and bone tools—with more and more emerging from the soil as the students continue to dig. Further excavation reveals bones, which a successful **Medicine** or **Science (Biology)** roll, or a **Hard First Aid** roll, identify as mostly human in origin, although there are a number of dog skeletons as well. A successful **Archaeology** or **History** roll confirms everyone's growing suspicions: the mound is, quite obviously, a mass Abenaki grave. Based on the number and types of finds,

probably a whole community was buried here at the same time, young and old together, with all their possessions.

Harry Higgins, nominally left in charge by Blaine before he left, declares that this is way out of the group's league, so he attempts to convince everyone to down tools and wait until Blaine gets back to figure out how to proceed. It's nearly the end of the workday, anyhow, so in the meantime, he suggests everyone gets their tents put up while he builds a fire and prepares their evening meal. For what happens next, see **Back at the Dig Site**, page 102.

MRS. BELLWEATHER

Those investigators involved in recording folklore have a pretty slow day. After the fierce storm yesterday, only Mrs. Bellweather (**Dramatis Personae**, page 74) is in a mood to talk to the group. Of course, almost everyone the investigators have already talked to has warned them to stay away from "witch Bellweather."

Mrs. Bellweather lives on the far side of the valley at the end of a cul-de-sac. Her small home is in desperate need of a fresh coat of paint and some minor repairs. Here and there, potted plants and a homespun quilt add a splash of color to the otherwise drab building. If the investigators are

brave enough to approach her door and seem polite, she'll sit on her porch and talk to them. From time to time, her lap is occupied by a large black cat called Beltane. Enquiries as to the nature of the cat's name provoke a wicked sounding laugh, after which she confides he was born on May 1st and had a fiery disposition before he got old and fat.

The old lady tells the group how she was once the midwife around these parts. She learned her skills from her mother, but the sheriff made her stop when Dr. Perry came to town—although, in reality, she's never given up helping those around her. Enough people still come to her wanting her remedies and advice, which she trades for animals, fresh fruits, vegetables, and occasionally even money, that she still manages to make a comfortable living.

Once settled, the investigators can hear an interesting tale from Mrs. Bellweather (**Handout: Harvest 8**).

WHAT HAPPENS NEXT?

- If the investigators wish to follow-up on the strange dreams, go to **Dealing with The Dream Gate** (following). The Dream Gate section is a short sidetrack adventure, providing the investigators the chance to find John Jeffrey, rescue Emily Braithwaite, and deal with some of the horrors

Handout: Harvest 8

Mrs. Bellweather's Tale

When Franklin Cobb and the original settlers were moving toward this valley, they was halted by a group of Indians. It seems the Indians tried to warn the settlers this was cursed land. They told Franklin that, long ago, a tribe settled in this valley and evil spirits wiped them out in a single night. According to their legends, the tribe died in the most hideous ways: frozen, burned, or ripped apart. The remains of those massacred were found and buried at the foot of a hill in the valley. But on that evening, the evil spirits took to the air, screaming curses and threats, but the Indians' wise man had powerful magic and he was able to keep the spirits at bay while his tribe made their escape.

Now I believe that there's some truth in it. There ain't no bugs in the valley, no bees, and no skeeters. Birds don't fly overhead going south for the winter, and no bear or mountain lion comes down to terrorize us. The only things living in this valley are man and the things man brings. Did you know that farmers here don't have to worry about weeds? They won't grow here! Least not in the crops. So many things do grow here though; if we couldn't sell it all off to the cities, we'd be drowning in crops and cows! And all this produce coming from thin, rocky soil. Every so often I wonder why we was granted this bounty, but more than that, I wonder what we're paying for it.

of the Dreamlands that have been transported to the forest near the investigators' farmhouse.

- If the Dream Gate sequence is avoided, events proceed from the section entitled **Back at The Farm** (page 101).

Both possible routes provide variations for ending Chapter 1. If the Keeper wishes the investigators to encounter the Dream Gate and its associated events, then it is advised they draw the investigators toward John Jeffrey by no later than Day Four, as, after this point, Blaine and the mi-go should have enacted their plan. Day Five sees the students returning to MU, quite possibly in disgrace (**Day Five: Conclusion**, page 104).

DEALING WITH THE DREAM GATE

Keeper note: this interlude with Jeffrey and the Dream Gate can happen at any time during the events of this chapter, but the Keeper may want to hold off until Day Four, as it is then that the mi-go come and scoop up all the students in Blaine's care. If the investigators are off on this sidetrack adventure, then they will be spared that assault—the ideal situation.

From the dreams they've been having, the investigators probably suspect something odd is happening in the woods behind the Maclearan farmhouse. If they decide to explore the sugar maple forest, it may just save them from a terrible fate at the hands of the mi-go. Despite having to face some dangers, they may end up saving Emily Braithwaite and helping poor John Jeffrey find peace at last.

Although they have no exact location for Jeffrey, again and again the investigators' dreams have taken them to the sugar maple forest behind the Maclearan farmhouse. The forest is not that large and giving it a thorough search eventually takes the investigators to the clearing and the partially entombed John Jeffrey.

Keeper note: what if the investigators go looking around the sugar maple forest early? It's possible, perhaps after encountering the zoog (**The Wild Hunt**, page 86), that one or more investigators go wandering. If so, the Keeper can allow them to find Jeffrey and let the events proceed as normal. But, if wishing to delay such matters until Day Four (as recommended), then have Jeffrey phase in and out of Waking World reality—thus, the investigators arrive at the rock unable to see Jeffrey's predicament, although they should sense something weird about the place. Later on, as Day Four



The Dream Gate

arrives, remind the investigators of the sense of weirdness they experienced in the sugar maple forest, and perhaps have another zoog encounter, but this time allow them to follow the zoog until they come upon Jeffrey (now visible).

The Enchanted Woods

Since John Jeffrey “materialized” in the clearing, his Dream Gate has opened the way to the Waking World for certain “guests” from the Dreamlands. The first creatures the investigators encounter are zoogs, the small but far from harmless denizens of the Dreamlands’ Enchanted Wood. For one investigator, this may be the second time they’ve spied the creatures (**The Wild Hunt**, page 86); seeing them again now is vindication if no one previously believed their strange story.

Even if the investigators enter the forest in broad daylight, the trees prove thick with shadows. Dead leaves lie underfoot—dry where the sun has reached them, wet and mulchy where patches of shadow cover them. Sometimes the investigators’ feet crunch down upon the skeletons of small birds and squirrels (the remains of zoog meals). Strange high-pitched squeaks issue from the trees as the investigators progress. A successful **Spot Hidden** notices small shapes leaping among the boughs: strange rat-like rodents with star-shaped flanges sprouting from their noses, somewhat like star-nosed moles; it costs 0/1D3 Sanity points to see these zoogs. Although strange, the creatures don’t seem particularly threatening. Should an investigator already be familiar with these creatures from previous visits to the Dreamlands, or have witnessed what one did to the unfortunate hare at the Maclearan farmhouse, then they wisely know to be wary of zoogs.

At this point, there are nearly 50 zoogs in the forest, and, unless provoked, they will not attack a group of humans. Lone investigators should, however, make a **Luck** roll, with a failure meaning 1D4 (1D6+6 for a pulp game) of the curious and opportunistic zoogs decide to try the new meat.

Profiles for zoogs and the other Dreamlands denizens haunting the sugar maple forest can be found in the **Creatures and Monsters** section, beginning on page 109.

The Clearing

The zoogs furtively follow the investigators through the sugar maples until they reach the clearing where John Jeffrey is imprisoned. The moment the investigators set foot in the clearing, the zoogs emit an almighty squealing commotion and flee back through the trees, as if a forest fire was upon them. Zoog senses are far more honed than a human’s—lurking in the clearing is a Dreamlands abomination known as a moon-beast.

When Jeffrey first “arrived” in the clearing, the other side of his Dream Gate jumped between random locations throughout the Dreamlands. One was the interior of a black galley trading with the port city of Dylath Leen. Although crewed by the men of Leng, the black galleys are actually run by the moon-beasts. When the Dream Gate touched the galley’s hold, a moon-beast sent a number of its Lengites through the Gate before following itself. Now, angry and suspicious, the moon-beast is caught in the Waking World. When the investigators enter the clearing, the moon-beast watches, hidden in the trees, waiting for an ideal moment to spring out and (most likely) attack (Sanity loss for seeing a moon-beast is 0/1D8).

Cautious investigators should be given an opportunity to detect the moon-beast (a successful **Spot Hidden** or **Listen** roll), while careless ones probably suffer a surprise attack as it lunges out at them (see **Striking the First Blow (Surprise)**, page 106, *Call of Cthulhu: Keeper Rulebook* for surprise attacks).

If detected, or if the investigators are quick thinking, they may be able to lure the moon-beast into pursuing one or more of their number, allowing them to lead the creature on a chase through the forest (see **Chapter 7**, *Call of Cthulhu: Keeper Rulebook* for chase rules; see the box nearby for the moon-beast’s statistics). Possible hazards could include exposed tree roots, loose stones, dense undergrowth, and so on. Alternatively, if you wish move things on, an opposed **DEX** roll could determine the outcome of a pursuit. If the investigators concerned can lose the moon-beast among the trees and then double back, they should be able to avoid outright combat. Pulp heroes, on the other hand, may relish the opportunity for a direct confrontation.

If combat does ensue, the investigators have an even chance of killing the moon-beast (more, if playing with

CHASE SEQUENCE: MOON-BEAST REFERENCE

Moon-Beast

- STR 80
- CON 65
- SIZ 80
- DEX 50
- MOV 7
- Skills: Jump 45%, Spot Hidden 50%, Track 30%

pulp rules). If they require quick and dirty weapons, there are plenty of sticks lying around to use as clubs (1D6+DB damage) and breaking a long branch results in a sharp point that makes for a crude spear (1D6+DB damage or 1D6 + half DB if thrown). Large rocks might also be thrown (1D4 + half DB damage).

John Jeffrey's Fate

With the moon-beast dispatched or evaded, the investigators are free to approach Jeffrey—or, at least, the horror that the mi-go have turned him into. Near the center of the grassy clearing stands a jagged, gray hunk of rock. Partially fused with the rock is the rotting corpse of Jeffrey: a once handsome African-American man, now frail and emaciated. Maggots and carrion insects infest his flesh. His sunken eyes are open but appear lifeless; his jaw hangs slack, and a puffed up and rotted tongue protrudes over his lower lip. As the investigators draw closer, they see that the top of his head is missing, exposing a still fresh-looking brain covered with strange cables, crystalline structures, and pulsing bioluminescent fungi (see Jeffrey's **Dramatis Personae** entry on page 76). Seeing Jeffrey in this sorrowful state provokes a **Sanity** roll (1/1D4+1 loss); if an investigator was particularly close to Jeffrey, increase the loss to 1D2+1/1D6+1 Sanity points.

Behind Jeffrey, shimmering like a heat haze, stands the Dream Gate. Due to Jeffrey's decaying state, the Dream Gate is functioning erratically. Tantalizing and swiftly changing images from the Dreamlands can be seen through the portal, but no one can pass through it. If watched, the images show a white city covered in clouds, the hold of a black galley, a bright and enchanting woodland scene, and a sea of bones in what seems to be a gigantic cavern. The images change too rapidly to get any real sense of the locations or their inhabitants; the Keeper may impose a **Sanity** roll for investigators gazing for too long who happen to spot a ghoul (0/1D6 loss), a gug (0/1D8 loss), or some other horror from the land of dreams.

When approached, Jeffrey appears to be dead. Should an investigator speak, touch, or actually address Jeffrey, he bobs his head slightly and his face forms a brief rictus of pain—call for a second **Sanity** roll (0/1D4 loss) to see this “dead man” smile.

It's obvious to all that this shell of a man is in agony, and, with no way of removing him from the rock, they must make a terrible decision: whether to leave him or put him out of his misery. Leaving Jeffrey would be a callous act, particularly for those who knew him—one that plays upon an investigator's conscience and for which, the Keeper should impose a **Sanity** loss (1D6 points if they didn't know Jeffrey; 1D8 **Sanity** points if they did). Their final glimpse of Jeffrey, looking

forlornly after them as they leave him to his fate, plagues the investigators' dreams, possibly even acting to spur them on later to try and make amends for abandoning him.

If left, Jeffrey's pitiful existence continues for however long the Keeper wishes. While his body decomposes, his enhanced brain continues to “live” and so maintains the malfunctioning Dream Gate. At some point, the mi-go eventually find Jeffrey and remove his brain from what's left of his body for further study. The Dream Gate's fate at this point is left in the Keeper's hands.

Keeper note: if you prefer, the Dream Gate could be working, allowing the investigators to pass through physically into the Dreamlands. As the Gate is malfunctioning, the investigators could, in theory, appear anywhere—providing the option for a sidetrack adventure of your own design. If in doubt, having the investigators appear in the Enchanted Wood is a safe bet. The travelers lose 3 magic points and 1 **Sanity** point from the trip; returning to the Waking World through the Dream Gate costs the same—assuming, of course, that they can find the Gate again. More information about the Dreamlands can be found in numerous *Call of Cthulhu* supplements.

Delivering a *coup de grâce* to Jeffrey would prove easy—physically, if not emotionally—and carries a **Sanity** loss of 1/1D4+1. If done, the Dream Gate flares brightly and then disappears; when Jeffrey dies, the Dream Gate dies. Anything in its immediate proximity that was transported from the Dreamlands to the Waking World is “snapped-back” to the dream realm.

Regardless of whether the investigators decide to abandon or kill him, Jeffrey has one final task for them, should they choose to pursue it. Whether being left behind or just before he is killed, Jeffrey raises a skeletal arm and points in a direction beyond the clearing. As the investigators are so close to this psychic powerhouse, every investigator hears Jeffrey in their mind saying two words: “*Save her.*” He elaborates no further, lost either in his pain and insanity or his longed-for release.

Keeper note: while this may take care of a number of zoogs and the moon-beast (depending on what happened to it), the men of Leng currently holed up in the abandoned shack aren't dragged back to their home by the Gate's collapse—although if the investigators have little in the way of combat skills and there is a desire to avoid a fight scene, or if you're just running a classic game rather than a pulp one, then the Keeper may instead prefer to have the Lengites ejected from the Waking World along with their fellow Dreamlands denizens. Emily is still in need of rescue, even if her captors have gone.

The Cabin in the Woods

Four men of Leng were sent through the Dream Gate by the moon-beast, which then commanded the Lengites to scout out the strange new land they found themselves in. Beyond the clearing and through the forest, the Lengites came upon a deserted, half derelict shack. Earlier that day, Emily Braithwaite (**Dramatis Personae**, page 75) had also wandered into the shack. Unfortunately for her, Lengites are as cruel as their moon-beast masters; they've been tormenting Emily ever since while debating whether or not to tell their moon-beast master about their captive.

Jeffrey, somehow linked to those beings from the Dreamlands that passed through his Dream Gate, sensed these events and feels great guilt for allowing Emily to fall into the Lengites' hands. He wants nothing more than to die knowing that Emily is safe.

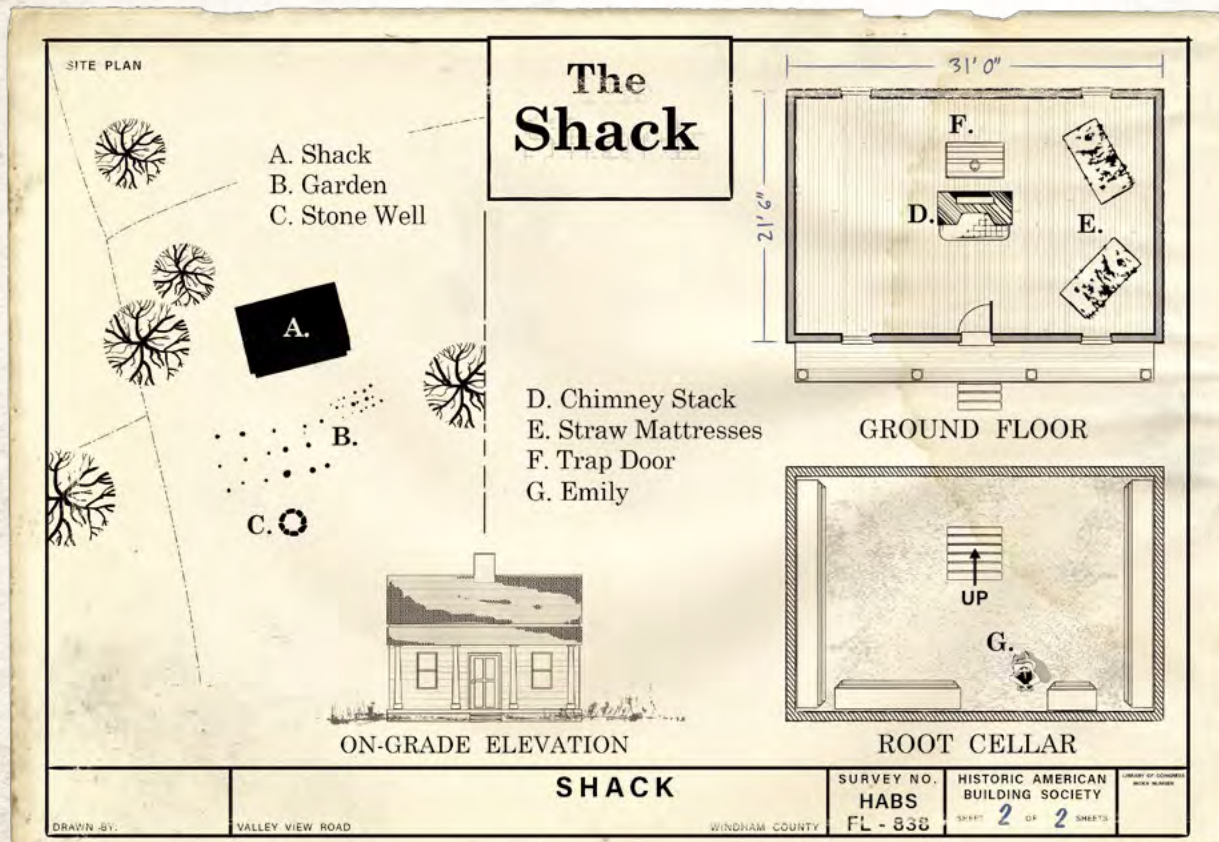
The investigators have no compulsion to follow Jeffrey's cryptic clue, but a successful **Listen** roll draws them to Emily's barely audible screams. If the investigators fail to find Emily, and assuming they weren't snapped back to the Dreamlands by the Dream Gate's collapse, the men of Leng eventually leave Emily tied up in the cabin and wander off to instigate more trouble in the Waking World. If the

investigators do follow-up on Jeffrey's cry of "*Save her*," then events proceed as follows.

The shack is located about half a mile (800 m) northeast of the clearing, in another clearing beside an ancient, crumbling well. Except for any remaining zoogs, no other Dreamlands creatures are encountered when following Jeffrey's directions, but the men of Leng's handiwork, in the form of Emily Braithwaite's pitiful screams, grow louder and clearer as the investigators approach the dilapidated cabin.

Keeper note: if the men of Leng are no longer in the Waking World, it is a frightened and grievously hurt Emily's cries for help the investigators hear. Adjust the rest of this encounter accordingly.

The shack has a low, sloped roof of rotting beams, with a sagging chimney at its peak. The walls are formed from untreated wooden beams, rotted and covered in mold. Two broken windows surround a door in the southern wall of the house; the northern wall holds two further shuttered windows. The clearing is mostly dirt and rocks, with the overgrown weed-choked remnants of a vegetable garden standing in front of the house. In front of the garden is a



collapsed stone well. Intermittent high-pitched howls of pain issue from somewhere within the shack, accompanied by the occasional crack of a whip.

The front door is unlocked as are the shutters on the windows. Inside is a single rectangular room. The floor is wooden, and, apart from two rotting straw mattresses near the east wall, it is devoid of furniture. A chimneystack stands in the center of the room. The whole place reeks of damp and smoke. Wisps of smoke seem to be rising from a trap door set into the floor—as well as cruel laughter and the occasional scream.

Emily is held prisoner in the shack's root cellar. The floorboards are warped and uneven, and any investigator failing a **Stealth** roll alerts the men of Leng to their presence—making them charge upstairs and attack.

If the investigators make it to the root cellar without being detected, they see a narrow staircase leading down to a well-tramped earthen floor. The cellar has the same dimensions as the room above, with its north wall directly behind the staircase. Illumination comes from a fire the Lengites have made; the cellar is smoky and might cause a brief coughing fit for those going down (a failed **CON** roll). Cracked and dusty jars stand on shelves lining the walls.

The Lengites have Emily strung up by a rope tied to one of the root cellar's wooden beams; she hangs there as the men of Leng either whip her with a leather belt or jab at her with spears. Naked but for their filth-stained trousers, with small horns poking from their foreheads and dirt-encrusted hooves sticking out from their ragged trouser bottoms, the Lengites look for all the world like demons escaped from hell. The sight of the creatures and their vile behavior prompts a **Sanity** roll (0/1D4 loss).

One option to deal with the Lengites that could prove successful is an ambush with superior weaponry. Perhaps these cruel visitors can be lured out of the cabin. If half of their number is killed or incapacitated, the survivors attempt to flee back to their moon-beast master—or, if on the ground floor, run back down into the cellar and barricade themselves in, making Emily's rescue a bit more difficult. Breaking into the cellar now barred by the men of Leng calls for a successful **STR** roll.

If saved, Emily slumps to the floor after being cut down, near death from the terrible wounds inflicted upon her. A successful **First Aid** roll enables her to walk, though feebly and only with assistance—she needs help to climb the stairs, for example. The investigators need to get her back into town to Dr. Perry for proper medical care and attention. Once aware of their daughter's rescue, Emily's parents are thankful to have her returned, and they question the investigators as to where she was found and what happened to her. The sheriff will have

more severe questions—and quite possibly some accusations, depending on any prior run-ins they've had with him—so the investigators might be better off leaving Emily somewhere where she can quickly be found and not drag themselves into something potentially ugly. Emily is mute and, due to the trauma and shock she has endured, won't be able to identify the investigators if brought face to face with them again.

If the Lengites somehow escaped, they hide out in the forest and seek to join up with the moon-beast (if still present). Eventually, these creatures of nightmare venture forth to cause further trouble until either they are killed or returned to the Dreamlands by the investigators or the mi-go turning off the Dream Gate.

MI-GO ATTACK!

There are multiple options open to the Keeper as to how and when the mi-go mount their attack against the Miskatonic students, depending on where the investigators are as Day Four draws to a close. The main options are discussed in the following sections.

Keeper note: as mentioned back at the beginning of this chapter, it's important that at least some (if not all) of the investigators survive the mi-go's various assaults for **Chapter 2** to proceed as written. If, despite everything, the investigators are all captured, look at their backstories and the notes on **Involving the Investigators** on page 17 to help the players craft new characters who could be drawn into the mystery through their relationships with the now brain-swapped members of yet another ill-fated MU field trip.

Back at the Farm

If some (or all) of the investigators are part of Group 1 (the geological survey), Robert Blaine returns home early from the dig site, before the folklorists have a chance to complete their day in the field. Once back at the Maclearan farmhouse, he disables his car by removing key engine parts. He then grabs anything that looks destructive—knives, axes, even guns (should the students have left any they may have behind)—and hides them in the remains of the barn. Later, when the members of Group 2 return after a good long chat with **Agnus Bellweather** (page 101) or their encounter with John Jeffrey (**Dealing with the Dream Gate**, page 97), Blaine prepares them a nice dinner with his one, carefully reserved, knife. During the meal, he turns on the charm and serves plenty of whiskey, doing everything in his power to get the investigators drunk so they will be in poor shape to put up a fight.

Keeper note: remember, the Group 1 survey team are camping out tonight, so only the folklore students should be present at the farmhouse—unless surveyor investigators stayed behind to investigate the Dream Gate or somehow persuaded Blaine they needed a proper bed for the night. If anyone returned with Blaine to the farmhouse or is there when he arrives, he should be able to disable the car (if an investigator is keeping an eye on Blaine, they may spot him messing about under the hood; if confronted, he claims concern about the engine), but he doesn't attempt to hide any of the weapons, knowing it would be too risky to try.

Outside, a thick fog begins to form. After dinner, Blaine excuses himself and heads for the outhouse; thanks to the fog, it's almost impossible to see that, once he reaches the privy, he turns and heads round to the front of the property where he proceeds to disable the other car. Shortly after he returns, bumping sounds are heard on the roof (the mi-go detaching the phone line). Unless someone stops him, Blaine takes William Noakes and Jason Trent outside to help him check out the noise, telling everyone else to stay inside and remain quiet. After a few moments, investigators may attempt a **Listen** roll to hear the muffled scream of one of their colleagues. Blaine calls from outside for one or two of the investigators to come out and lend a hand, claiming that there's a cat stuck on the roof. However, a successful **Psychology** roll suggests that Blaine is lying and is attempting to lure them outside for some reason.

A quick search of the farmhouse reveals that, apart from any items they may be carrying on their persons, anything that the investigators could use as a weapon is suspiciously absent (see previous Keeper note, though, for any possible exceptions). Unless the investigators beat a hasty retreat into the sugar maple forest, they're probably done for. A mi-go sits on the roof above the front door with a **Spore Gun** (page 32), and four more of the aliens hide in the fog around the front of the house ready to carry off the victims. If the investigators run out the back door, they have a good chance of getting away, as only one mi-go (armed with a spore gun, which has a very limited range) has been stationed at the rear of the property. Terrence Laslow (should he still be with the investigators at this point) falls and twists his ankle when running out of the farmhouse—easy prey for the mi-go but providing a distraction to allow the investigators to escape. Should the investigators stop to help, allow the mi-go one additional round to target the investigators concerned. Those running away will not be chased, as the mi-go assume Blaine or The Young will deal with them later.

As it's night and foggy, getting a clear look at the mi-go is difficult. The Keeper is advised to describe the mi-go using only the sketchiest of details, hinting at what they could be

without actually saying it and, consequently, limiting any potential Sanity loss for viewing the aliens to 0/1D2.

Keeper note: use descriptions that are suggestive, such as: a dark, spindly form reaching towards you; a chitinous claw—much larger than anything you've ever seen before—brushes your face; you see a glimpse of pink flesh; and so on. Obfuscating the mi-go's description helps to avoid veteran *Call of Cthulhu* players from recognizing the mi-go immediately, as well as building uncertainty and tension, while also saving the actual reveal until later in the campaign.

If they escape, the investigators may believe their safest option is to head into town—where, if nothing else, they may be able to get help for those they left behind. They're not entirely wrong. As they make their way along the road back into Cobb's Corners, they see Deputy Cutter making the rounds in his squad car. If the investigators flag him down and get into his car, he listens to whatever story they tell. He drives them back to the Sheriff's Office, promising to tell Spencer what's going on and to round up some help. On arrival, as soon as everyone is inside, Cutter pulls his gun and arrests the investigators for being intoxicated. The deputy's assertion, and quite probably the smell of Blaine's whiskey on their breath, is more than enough for the sheriff to lock the investigators up.

If the group reaches town without assistance from the deputy, Sheriff Spencer picks them up and listens through half of their story before he arrests them for being intoxicated. Either way, the investigators are most likely going to wind up spending the night in the Cobb's Corners' jail, quite probably with Jimmy Maclearan (see **Dramatis Personae**, page 43).

Back at the Dig Site

This section is written under the assumption that there is at least one investigator in the Group 1 survey team who either didn't manage to convince Blaine to let them stay behind at the Maclearan farmhouse that morning or who failed to talk him into bringing them back from the dig site later in the day—or who didn't try to. If there is no investigator left at the dig site, then the mi-go get all of the survey team without incident.

That night, the campers consume franks and beans, and a bottle of whiskey Blaine was kind enough to leave behind. The Fungi come once they're sure everyone is asleep. They use spore guns—once they are close enough—to ensure the sleepers don't wake up during the assault. The Keeper should permit any investigators present a **Listen** roll; if successful, they hear the mi-go's approach and have an opportunity to get themselves into cover before the creatures arrive.

In the darkness and confusion, investigators should have the opportunity to escape as the mi-go focus on hauling away the comatose bodies of their compatriots. As the fog is gathering at the campsite as well, unless an investigator does something to attract the mi-go's attention, then they should be able to sneak away undetected. However, a cruel Keeper may wish to call for a **Luck** roll; if failed, the investigator steps on a twig, alerting the creatures to their presence unless they then succeed at a **Stealth** roll to get away. As for the sleeping NPCs, there should be no hope.

Keeper note: hopefully, any escaping investigators won't attempt to use the truck to make their getaway. Apart from the fact that starting it up would immediately alert the mi-go to their location, Blaine took the opportunity to stuff a rock in the truck's tailpipe as he was leaving to make sure that, this time, the students would stay put.

The escaping investigators, like their companions at the farmhouse, may decide to head into town. On the way, they run into either the sheriff or his deputy and are arrested—whiskey breath or no whiskey breath—see **Back at the Farm** (previous) for more details. Alternatively, they could make it back to the farmhouse just in time to see their fellow investigators running through the fog toward them, having fled the farmhouse and the mi-go attack there. They might also decide to spend the night frightened and hiding in the woods, only returning to the farmhouse at first light.

Optional: Dream Gate Resolution

If all the investigators pursue the Dream Gate interlude on Day Four then, depending on how long it takes for them to resolve the situation, they may be absent when the mi-go strike. If they are, on their return, they find the farmhouse empty, although a successful **Spot Hidden** roll reveals signs that a struggle took place. The rest of the night passes uneventfully, and on the morning of day five, Blaine and the now brain-swapped students return. Whatever their previous relationships with the investigators may have been, the disguised mi-go agents are now quiet and cold toward them. A successful **Psychology** roll provides little insight, as the NPC students appear withdrawn and reticent to talk.

Blaine asks the investigators to pack up the farmhouse. He explains that the outing is over, and they will be returning to Miskatonic University right away. The other students are to go back to secure the dig site after grabbing their personal possessions. He does not offer an explanation. If pushed, Blaine grows angry and demands, as expedition leader, that everyone comply with his directions. He is not prepared to discuss the reasons at this time and will not be drawn on the matter.

Should the Keeper decide to end this part of the campaign in this way, **Chapter 2** begins slightly differently than written—the investigators have little clue as to why their classmates are suddenly acting so strangely, having completely missed the mi-go attack.

Keeper note: to ensure that Prof. Harrold also falls afoul of the mi-go's scheme, Blaine sent a telegram early this morning summoning him to Cobb's Corners to assess the amazing discoveries made at the dig site yesterday—not that he mentions this to the investigators. The reason for Blaine's foul mood is, of course, because Clarissa Thurber's body is currently home to Wesley Smith and not Daphne Devine as he had intended (**A Surprise for Blaine**, page 114).

Captured by the Mi-Go?

The game is over for any investigators who fail to avoid or escape the mi-go assault. The Keeper should only tell them something along the lines of, "*OK, your character has disappeared. Go ahead and make a new one for the next scenario.*" No doubt the player concerned will want to know what happened, but if they're told that the mi-go got their investigator, took them to Round Hill along with the rest of the students, and then de-brained them, the mystery and much of the fun from the next chapter will be ruined. The Keeper should simply let the player know that all will be explained over the next few sessions—they should trust the Keeper for now, as it will be more fun if they just go with it.

Keeper note: when the re-brained mi-go agents come to Miskatonic University in **Chapter 2**, have any missing investigators return as part of that group—and watch the players go crazy trying to figure out what is going on. This is just a suggestion, though—if it's easier to have that missing investigator never reappear (perhaps something went wrong when the mi-go pulled their brain out), then that's up to you. You know your players (and their likes and dislikes) best.



DAY FIVE: CONCLUSION

Unless events dictate otherwise, Blaine drives one of the newly repaired cars to town to request reconnecting the phone line and to report the missing students to the local law—where, if possible, the investigators are currently imprisoned. If the investigators bring up wild stories concerning Blaine or sky monsters, Blaine asks Deputy Cutter to wait a moment; he leaves and then reappears with two of the NPC students who say the investigators were drunk last night and are making up stories.

Keeper note: yes, these students have already had their brains swapped by the quick working mi-go. Blaine wants Deputy Cutter to release the investigators into his care, with every intention of brain switching them as well, but his plans are foiled by the arrival of the sheriff and a very upset Prof. Harrold.

Sheriff Spencer contacted Harrold last night and informed him about his drunk and disorderly students. After all the trouble and issues raised by his students on the first field trip, the professor decided to drive through the night and take care of matters personally. The puritanical sheriff insists the investigators be sent home in disgrace and Harrold clearly agrees. The “troublesome” investigators are released to the professor’s care.

NEW SKILL: DREAM LORE

This skill encompasses knowledge about the Dreamlands and could pertain to a specific Dreamlands location, a point of Dreamlands lore, information about a well-known inhabitant, recognizing a Dreamlands creature, and so on. Having gained this skill, it is assumed that an investigator is able to access the Dreamlands while they sleep, although they may not remember such nightly sojourns in the lands of fancy and nightmare until such a journey takes place during play.

For every two points of increased Cthulhu Mythos skill, the investigator’s Dream Lore increases by one point, whether or not the increase occurs in or has directly to do with the Dreamlands. Dream Lore also increases through experience checks, like any other skill.

Harrold immediately drives the investigators to Brattleboro and buys them train tickets to Arkham. He refuses to consider any other course of action, no matter how well argued. At the last moment, Harrold tells the investigators he is going back to Cobb’s Corners to help Blaine and the other students close things up there. The field trip is over!

Any wild stories are lost on the professor and only make him angrier when he thinks about how the investigators have betrayed his trust. The threat of expulsion from school—if they do not return to the university immediately—should be enough to get the investigators on the train. Harrold stays at the station to make sure they do so. Once the locomotive is out of sight, the professor returns to Cobb’s Corners and into the clutches of Blaine, where he becomes another victim of mi-go brain swapping.

REWARDS

Permit any surviving investigators a development phase once the scenario is complete.

- For a walkthrough of the investigator development phase, see **Rewards of Experience: The Investigator Development Phase**, page 94, *Call of Cthulhu: Keeper Rulebook*.
- For healing wounds, see **Regular Damage Recovery** and **Major Wound Recovery**, page 121, *Call of Cthulhu: Keeper Rulebook*.
- For regaining Sanity points by spending time with a backstory element, see **Self Help**, page 167, *Call of Cthulhu: Keeper Rulebook*.

In addition to the Sanity losses discussed elsewhere (**Day Four: The Gathering**, page 95), apply the following Sanity gains or losses:

- Putting John Jeffrey out of his misery: +1D6 Sanity points.
- Rescuing Emily Braithwaite from the men of Leng: +1D8 Sanity points.
- Rescuing Emily Braithwaite after the men of Leng have been returned to the Dreamlands: +1D4 Sanity points.
- Knowingly leaving the men of Leng running loose in the sugar maple forest: -1D4 Sanity points.
- Knowingly leaving the moon-beast running loose in the sugar maple forest: -1D8 Sanity points.
- Defeating a Mythos creature: zoog +1D3 Sanity points (maximum); moon-beast +1D8 Sanity points; man of Leng +1D4 (maximum); mi-go +1D6 Sanity points (maximum).

Any investigator who encountered a creature of the Dreamlands also gains the Dream Lore skill, starting at 5% (or +5% should they already have this skill).

CHARACTERS AND MONSTERS

Non-player characters are grouped together in alphabetical order (surname) by their affiliation: Miskatonic University or Cobb's Corners. Some NPCs have Luck scores and pulp talents for use in a *Pulp Cthulhu* game—if running a classic campaign, ignore these additions. Monster profiles relevant to this chapter are located at the end of this section, starting on page 109.

MISKATONIC UNIVERSITY

Robert Blaine, age 24, expedition leader

STR 70 **CON** 70 **SIZ** 60 **DEX** 65 **INT** 70
APP 70 **POW** 70 **EDU** 70 **SAN** 18 **HP** 13
DB: +1D4 **Build:** 1 **Move:** 9 **MP:** 14 **Luck:** 40

Combat

Brawl 65% (32/13), damage 1D3+1D4
 .38 revolver 40% (20/8), damage 1D10
 Dodge 40% (20/8)

Pulp Combat

Brawl 80% (40/16), damage 1D3+1D4
 .38 revolver 40% (20/8), damage 1D10
 Dodge 50% (25/10)

Pulp Talents

- **Rapid Attack:** may spend 10 Luck points to gain one additional melee attack in a single combat round.
- **Quick Study:** halve the time required for Initial and Full Reading of Mythos tomes, as well as other books.

Skills

Anthropology 30%, Credit Rating 50%, Cthulhu Mythos 10%, Drive Auto 35%, Fast Talk 60%, History 60%, Intimidate 55%, Jump 45%, Language (English) 70%, Language (Latin) 25%, Library Use 50%, Make Cutting Remark 55%, Occult 45%, Persuade 65%, Psychology 50%, Science (Chemistry) 40%, Science (Geology) 45%, Sleight of Hand 45%, Spot Hidden 40%, Stealth 40%, Throw 50%.

Spells: Contact Mi-go.

Roderick "Little Rod" Block, age 21, geography major and sportsman

STR 85 **CON** 70 **SIZ** 85 **DEX** 55 **INT** 75
APP 55 **POW** 45 **EDU** 65 **SAN** 45 **HP** 15
DB: +1D6 **Build:** 2 **Move:** 8 **MP:** 9

Combat

Brawl 60% (30/12), damage 1D3+1D6
 Dodge 55% (27/11)

Skills

Climb 50%, Charm 50%, Credit Rating 35%, Drive Auto 25%, History 40%, Intimidate 30%, Jump 55%, Language (English) 75%, Language (Latin) 35%, Library Use 65%, Listen 40%, Natural World 50%, Navigate 70%, Occult 10%, Psychology 60%, Persuade 45%, Spot Hidden 40%, Stealth 45%, Throw 70%.

Louis Gibbons, age 22, charming botany major

STR 50 **CON** 55 **SIZ** 65 **DEX** 65 **INT** 85
APP 80 **POW** 80 **EDU** 70 **SAN** 80 **HP** 12
DB: 0 **Build:** 0 **Move:** 8 **MP:** 16

Combat

Brawl 25% (12/5), damage 1D3
 Dodge 35% (17/7)

Skills

Art/Craft (Piano) 70%, Charm 70%, Credit Rating 35%, First Aid 65%, Fast Talk 20%, Language (English) 75%, Language (Latin) 40%, Library Use 55%, Medicine 40%, Natural World 55%, Persuade 40%, Psychology 50%, Science (Biology) 65%, Science (Botany) 70%, Science (Pharmacy) 40%, Stealth 35%, Throw 25%.

Prof. Roger Harrold, age 44, guilt-ridden anthropologist

STR 65 **CON** 60 **SIZ** 60 **DEX** 55 **INT** 80
APP 60 **POW** 60 **EDU** 93 **SAN** 60 **HP** 12
DB: +1D4 **Build:** 1 **Move:** 7 **MP:** 12

Combat

Brawl 40% (20/8), damage 1D3+1D4
 Dodge 30% (15/6)

Skills

Anthropology 85%, Archaeology 50%, Charm 35%, Credit Rating 55%, History 75%, Language (Arabic) 40%, Language (English) 93%, Language (French) 40%, Language (Inuit) 70%, Library Use 60%, Listen 50%, Natural World 70%, Persuade 50%, Ride 60%.

Harry Higgins, age 20, geology major and joker

STR 45 **CON** 50 **SIZ** 45 **DEX** 70 **INT** 85
APP 45 **POW** 65 **EDU** 65 **SAN** 65 **HP** 9
DB: 0 **Build:** 0 **Move:** 8 **MP:** 13

Combat

Brawl 30% (15/6), damage 1D3
Dodge 35% (17/7)

Skills

Art/Craft (Comedian) 85%, Art/Craft (Singing) 50%, Charm 40%, Credit Rating 30%, Drive Auto 35%, Fast Talk 60%, First Aid 35%, History 50%, Language (English) 70%, Language (Irish Gaelic) 35%, Language (Latin) 10%, Library Use 60%, Listen 60%, Occult 30%, Psychology 30%, Science (Geology) 75%, Sleight of Hand 40%, Spot Hidden 65%, Stealth 55%, Throw 30%.

Terrence Laslow, age 22, snobbish history and psychology major

STR 55 **CON** 70 **SIZ** 65 **DEX** 65 **INT** 80
APP 60 **POW** 60 **EDU** 65 **SAN** 60 **HP** 13
DB: 0 **Build:** 0 **Move:** 8 **MP:** 12

Combat

Brawl 25% (12/5), damage 1D3
Dodge 35% (17/7)

Skills

Climb 25%, Credit Rating 70%, Fast Talk 35%, History 70%, Language (English) 75%, Language (French) 40%, Language (Latin) 45%, Library Use 55%, Listen 60%, Natural World 20%, Occult 35%, Persuade 45%, Psychology 45%, Psychoanalysis 15%, Ride 50%, Stealth 45%, Throw 25%.

William Noakes, age 20, friendly but bewildered student

STR 75 **CON** 70 **SIZ** 85 **DEX** 60 **INT** 80
APP 60 **POW** 45 **EDU** 65 **SAN** 45 **HP** 15
DB: +1D4 **Build:** 1 **Move:** 7 **MP:** 9

Combat

Brawl 40% (20/8), damage 1D3+1D4
Dodge 30% (15/6)

Skills

Anthropology 60%, Charm 50%, Climb 40%, Credit Rating 20%, History 60%, Language (English) 70%, Language (Latin) 15%, Library Use 75%, Listen 50%, Natural World 65%, Occult 55%, Persuade 50%, Psychology 40%, Rifle/Shotgun 30%, Spot Hidden 70%, Stealth 30%, Swim 80%, Throw 40%.

Clarissa Thurber, age 21, ambitious and charming chemistry major

STR 55 **CON** 75 **SIZ** 40 **DEX** 70 **INT** 85
APP 80 **POW** 55 **EDU** 65 **SAN** 55 **HP** 11
DB: 0 **Build:** 0 **Move:** 9 **MP:** 11

Combat

Brawl 40% (20/8), damage 1D3
Dodge 30% (15/6)

Skills

Art/Craft (Dancing) 50%, Charm 55%, Climb 55%, Credit Rating 35%, Drive Auto 30%, Jump 50%, Language (English) 75%, Language (Greek) 10%, Language (Latin) 25%, Library Use 65%, Listen 40%, Persuade 35%, Psychology 35%, Ride 50%, Science (Biology) 40%, Science (Chemistry) 85%, Science (Mathematics) 70%, Science (Physics) 65%, Spot Hidden 60%, Throw 45%.

Jason Trent, age 20, history major and shy scapegoat

STR 55 **CON** 50 **SIZ** 70 **DEX** 55 **INT** 90
APP 50 **POW** 70 **EDU** 65 **SAN** 68 **HP** 12
DB: +1D4 **Build:** 1 **Move:** 7 **MP:** 14

Combat

Brawl 25% (12/5), damage 1D3+1D4
Dodge 30% (15/6)

Skills

Archaeology 40%, Credit Rating 25%, Cthulhu Mythos 2%, History 65%, Language (English) 70%, Language (German) 10%, Language (Greek) 15%, Language (Latin) 65%, Library Use 75%, Listen 60%, Lore (Witchcraft) 60%, Natural World 40%, Occult 70%, Persuade 25%, Psychology 30%, Shy 80%, Spot Hidden 40%, Stealth 60%, Throw 25%.

COBB'S CORNERS

Agnus Bellweather, age 88, knowledgeable local

STR 30 CON 50 SIZ 35 DEX 45 INT 75
 APP 50 POW 70 EDU 45 SAN 70 HP 8
 DB: -1 Build: -1 Move: 3 MP: 14

Combat

Brawl 25% (12/5), damage 1D3-1
 Dodge 20% (10/4)

Skills

Charm 60%, Credit Rating 32%, First Aid 60%, Language (English) 45%, Listen 55%, Lore (Local Folklore) 60%, Medicine 50%, Natural World 65%, Occult 85%, Persuade 40%, Psychoanalysis 45%, Psychology 60%, Spot Hidden 50%.

Emily Braithwaite, age 18, simple-minded country girl**Keeper note:** Emily is mute.

STR 50 CON 40 SIZ 55 DEX 50 INT 10
 APP 60 POW 50 EDU 20 SAN 45 HP 2* (9)
 DB: 0 Build: 0 Move: 7 MP: 10

*Currently on 2 hit points.

Combat

Brawl 30% (15/6), damage 1D3
 Dodge 25% (12/5)

Skills

Charm 40%, Jump 40%, Listen 50%, Psychology 40%, Spot Hidden 60%, Stealth 60%, Track 30%.

Deputy John Cutter, age 20, baby-faced cult leader

STR 80 CON 75 SIZ 65 DEX 70 INT 70
 APP 75 POW 95 EDU 65 SAN — HP 14
 DB: +1D4 Build: 1 Move: 9 MP: 19 Luck: 65

Combat

Brawl 50% (25/10), damage 1D3+1D4
 .38 revolver 40% (20/8), damage 1D10
 20-g shotgun (2B) 45% (22/9), damage 2D6/1D6/1D3
 Sacrificial dagger 50% (25/10), damage 1D4+3+1D4
 Dodge 55% (27/11)

Pulp Combat

Brawl 70% (35/14), damage 1D3+1D4
 .38 revolver 40% (20/8), damage 1D10
 20-g shotgun (2B) 45% (22/9), damage 2D6/1D6/1D3
 Sacrificial dagger 70% (35/14), damage 1D4+3+1D4
 Dodge 60% (30/12)

Pulp Talents:

- **Arcane Insight:** halve the time required to learn spells and gains bonus die to spell casting rolls.
- **Tough Guy:** may spend 10 Luck points to shrug off up to 5 hit points worth of damage taken in one combat round.

Skills

Charm 50%, Climb 60%, Credit Rating 30%, Cthulhu Mythos 27%, Drive Auto 50%, Fast Talk 65%, First Aid 45%, Intimidate 40%, Language (English) 65%, Law 45%, Listen 60%, Occult 60%, Persuade 70%, Psychology 55%, Read Mi-Go 55%, Science (Astronomy) 45%, Spot Hidden 55%, Stealth 65%, Track 50%, Throw 40%.

Spells: Alter Weather*, Augury*, Bless/Blight Crop*, Call Shub-Niggurath, Cause Disease*, Command Animal (choose type)*, Contact Mi-go, Contact Shub-Niggurath*, Lame/Heal Animal*, Raise Night Fog*, Shrivelling, Summon/Bind Dark Young, Voorish Sign, Wither Limb.

*See Appendix A: Spells.

Joe Harlow, age 58, local and truck driver

STR 60 CON 35 SIZ 65 DEX 55 INT 55
 APP 45 POW 50 EDU 40 SAN 50 HP 10
 DB: +1D4 Build: 1 Move: 5 MP: 10

Combat

Brawl 30% (15/6), damage 1D3+1D4, or knife 1D4+1D4
 Dodge 30% (15/6)

Skills

Art/Craft (Brew Moonshine) 80%, Art/Craft (Carpentry) 55%, Charm 40%, Credit Rating 20%, Drive Auto 50%, Fast Talk 60%, Language (English) 40%, Mechanical Repair 45%, Natural World 60%, Navigate 60%, Occult (Local Legends) 65%, Operate Heavy Machinery 50%, Psychology 35%, Spot Hidden 45%, Stealth 60%, Track 70%.

John Jeffrey,
age 25, failed mi-go experiment

STR 05 CON 05 SIZ 55 DEX 05 INT 85
 APP 00 POW 100 EDU 80 SAN — HP 6
 DB: -2 Build: -2 Move: 0 MP: 20

Combat

Brawl 25% (12/5), damage 1D3-2
 Dodge n/a

Skills

Send Dream 100%.

Sanity Loss: 1/1D4+1 for encountering Jeffrey; if an investigator was formerly close to Jeffrey, then increase the loss to 1D2+1/1D6+1 Sanity points.

James "Jimmy" Maclearan,
age 48, embittered drunk

STR 75 CON 35 SIZ 80 DEX 60 INT 45
 APP 45 POW 50 EDU 50 SAN 15 HP 11
 DB: +1D4 Build: 1 Move: 6 MP: 10

Combat

Brawl 70% (35/14), damage 1D3+1D4
 or hunting knife 1D6+1D4
 Dodge 40% (20/8)

Skills

Climb 65%, Credit Rating 10%, Drink Heavily 85%, Fast Talk 50%, Jump 60%, Language (English) 50%, Listen 60%, Natural World 55%, Occult 20%, Psychology 30%, Spot Hidden 60%, Stealth 50%.

Sheriff Dan Spencer,
age 40, puritanical lawman

STR 70 CON 85 SIZ 55 DEX 60 INT 65
 APP 55 POW 70 EDU 70 SAN 70 HP 14
 DB: +1D4 Build: 1 Move: 8 MP: 14

Combat

Brawl 55% (27/11), damage 1D3+1D4
 .38 revolver 50% (25/10), damage 1D10
 20-g shotgun (2B) 50% (25/10), damage
 2D6/1D6/1D3
 Dodge 55% (27/11)

Skills

Climb 45%, Credit Rating 50%, Drive Auto 50%, Intimidate 70%, Language (English) 70%, Law 80%, Listen 65%, Navigate 45%, Persuade 60%, Psychology 50%, Quote Scripture 75%, Ride 55%, Spot Hidden 50%, Stealth 60%, Track 60%, Throw 50%.

Richard Wendell,
age 35, nosey small-town reporter

STR 55 CON 70 SIZ 60 DEX 65 INT 75
 APP 50 POW 40 EDU 70 SAN 40 HP 13
 DB: 0 Build: 0 Move: 8 MP: 8

Combat

Brawl 25% (12/5), damage 1D3
 Dodge 35% (17/7)

Skills

Art/Craft (Photography) 70%, Art/Craft (Uncover Dirty Secrets) 75%, Credit Rating 35%, Fast Talk 65%, History 50%, Language (English) 70%, Library Use 50%, Persuade 60%, Psychology 55%, Science (Chemistry) 40%, Sleight of Hand 40%, Stealth 60%.

CREATURES AND MONSTERS

Men of Leng, sadistic servants

These almost-human creatures of the Dreamlands have small horns, stubby tails, and are furry with cloven feet. Long ago, the men of Leng were conquered by the moon-beasts, whom the Lengites now revere as gods. Lengites are vulgar sadistic creatures, loyal to their masters despite the fact that the moon-beasts torture and eat them. In the Dreamlands, they function as slaves and serve as go-betweens for the moon-beasts' trade with humankind. They normally wear headdresses, clothes, and shoes to disguise their true forms; however, here they are half-naked, revealing their inhuman physiques.

STR 50 CON 60 SIZ 65 DEX 55 INT 45
 APP (30)* POW 40 EDU — SAN — HP 12
 DB: 0 Build: 0 Move: 7 MP: 8

**If disguised as a human.*

Man of Leng

Combat

Attacks per round: 1 (punch, kick, spear, club, whip)
 Fighting 45% (22/9), damage 1D6,
 or spear 1D6, or whip* 1D3
 Dodge 25% (12/5)

**Whip may be used for a combat maneuver to disarm or trip an opponent (not causing damage).*

Pulp Combat

Fighting 60% (30/12), damage 1D6,
 or spear 1D6, or whip* 1D3
 Dodge 35% (17/7)

Skills

Stealth 40%, Track 30%.

Armor: none.

Sanity Loss: 0/1D4 Sanity points to encounter a man of Leng out of disguise.



Mi-go, standard form

Use the following for a typical mi-go encountered during this chapter.

STR 60 CON 50 SIZ 50 DEX 70 INT 65
 APP — POW 65 EDU — SAN — HP 10
 DB: 0 Build: 0 Move: 7* MP: 13

*13 flying.

Special powers

Hypnosis, Telepathy, Void Light (**Common Abilities**, page 23).

Combat

Attacks per round: 2 (claws) or 1 (seize or weapon)

May attack in hand-to-hand combat with its two crab-like claws or utilize a weapon.

Seize (mnvr): attempts to seize a target (of equal Build or smaller) and then fly into the sky to drop the victim from a height (1D6 damage per 10 feet/3 m) or carry them away.

Fighting 45% (22/9), damage 1D6
 Seize (mnvr) 45% (22/9), see above

Spore gun* 40% (20/8), damage special
 (Spore Gun, page 32)
 Dodge 35% (17/7)

*Two mi-go per assault group carry a spore gun.

Armor: none, however their resonating extra-terrene body causes all impaling weapons to deal minimum damage.

Spells: each has an INT×2 chance to know 1D3 spells of the Keeper's choosing.

Sanity Loss: 0/1D6 Sanity points to encounter a mi-go.

Moon-beast, loathsome and cruel

Moon-beasts resemble gigantic grayish-white toads, devoid of eyes but with quivering pink tentacles on the ends of their snouts. They can contract their bodies to squeeze through spaces too small for their bulks and can see in the dark without difficulty. Moon-beasts inhabit the Dreamland's moon but are totally alien to that place. They worship Nyarlathotep and enslave and torture other races for pleasure, including the men of Leng. If sadism has any meaning for a race so alien, it can be said these beings are monstrously cruel, frequently torturing members of other races that fall into their paws.

STR 80 CON 65 SIZ 80 DEX 50 INT 70
 APP — POW 40 EDU — SAN — HP 14
 DB: +1D4 Build: 1 Move: 7 MP: 8

Combat

Attacks per round: 1 (smash, swipe, spear)

Uses its bulk to slam and smash or alternatively uses a weapon like a spear, club, or sword.

Fighting 45% (22/9), damage 1D6+1D4,
 or improvised spear 1D6+1D4
 Dodge 25% (12/5)

Skills

Stealth 40%, Track 30%.

Armor: none, but their peculiar body substance and mass causes them to take minimum damage from successful missile and firearms attacks.

Spells: 2 of the Keeper's choosing.

Sanity Loss: 0/1D8 Sanity points to encounter a moon-beast.



Moon Beast

Zoogs, curious carnivores

Small brown creatures with a rodent like body and general outline. They have small tentacles dangling from their snouts, which conceal small but razor-sharp teeth. In the Dreamlands, they live in small burrows and tree trunks, and so they have adapted quite well to the sugar maple forest behind the Maclearan farmhouse. They eat mostly fungi but love fresh meat. Having eaten or scared off most of the indigenous fauna, they may not be averse to having a snack at the investigators' expense.

STR 15 CON 35 SIZ 10 DEX 100 INT 65
 APP — POW 50 EDU — SAN — HP 4
 DB: -2 Build: -2 Move: 12 MP: 10

Combat

Attacks per round: 1 (claw, bite, weapon)

Like to feign being docile (and somewhat cute-looking) until their target is close enough to be attacked. Tend to work in packs to ambush the unwary.

Fighting	40% (20/8), damage 1D4+1-2, or by weapon (knife, 1D6-2)
Thrown dart	30% (15/6), damage 1D6-2
Dodge	60% (30/12)

Skills

Climb 80%, Stealth 70%, Track 50%.

Armor: none.

Spells: a zoog usually knows at least 1D4 spells of the Keeper's choosing.

Sanity Loss: 0/1D3 Sanity points to encounter a zoog.



Zoog



BACK TO SCHOOL

"Sometimes he would take walks through shadowy tangles of unpaved musty-smelling lanes where eldritch brown houses of unknown age leaned and tottered and leered mockingly through narrow, small-paned windows. Here he knew strange things had happened once, and there was a faint suggestion behind the surface that everything of that monstrous past might not—at least in the darkest, narrowest, and most intricately crooked alleys—have utterly perished."

—H. P. Lovecraft, *The Dreams in the Witch House*

This chapter follows the investigators' return to Miskatonic University from Vermont, having most likely been sent back to Arkham after the events in Cobb's Corners by a very upset Professor Harrold (**Day Five: Conclusion**, page 104). Assume the investigators arrive back around August 20, 1930, giving them few days to recover and prepare for the start of the first semester of the 1930/31 academic year, which begins on September 10.

Chapter 2 (as well as parts of Chapter 3 and Chapter 5), takes place around the central campus of Miskatonic University in Arkham. To assist the Keeper, key buildings on campus, as well as a brief overview of Arkham, are provided in the **Arkham and Miskatonic University** section (page 54) in the **Campaign Background** for ease of reference. Several maps are included there, which may prove to be of use to the players and their investigators during the course of this scenario.

This chapter is presented as a loose sequence of events covering the mi-go agents' actions. It is far more freeform than the previous chapter, allowing the investigators more latitude in their inquiries. A condensed timeline of these events is provided in the **Plan Summary** box (page 116) so that the Keeper can keep track of the agents' schedule and know when the raid is likely to begin (**Wheels in Motion**, page 137). If the investigators do nothing, then things proceed as written; however, the investigators are likely to be more proactive if they know something mysterious and terribly wrong is happening. Unlike the previous chapter, there are no red herrings to distract them from the real threat, although there are two optional encounters that may help them understand the nature of what it is they're facing, if they aren't aware of it already (**Another Trap?**, page 134, and **The Chase is On!**, page 139).

Keeper note: remember that, if the investigators were all away dealing with the Dream Gate when the mi-go struck, then they may be unaware that something is badly amiss (**Dream Gate Resolution**, page 103). At most, they know that Blaine was in a bad mood the last time they saw him and that the other students were giving them the cold shoulder for some unknown reason.

While the timeline presented provides the scenario's backbone, the Keeper should remain flexible and adapt and modify events to suit the investigators' actions. See **The Mi-Go Plan**, page 115, for details of the Fungi's scheme. When making changes, the Keeper should always bear in mind the mi-go agents have two goals they strive to accomplish, no matter what:

1. Destroy or steal any trace of the mi-go and/or mi-go technology that might be stored and studied at the university, including books and artifacts.
2. Tamper with evidence to mislead Professor Ashley Learmonth into believing pasquallium comes from a meteorite, and ensure this misdirection is passed on to Federated Oil and Chemical (FOC)—thereby giving the company no reason to carry out further exploration in the Vermont hills.

Fresh Blood

It is possible that all of the original investigators were captured and brain-swapped at the end of the previous chapter. If so, use the advice given in **Mi-Go Attack!** (page 101) to help the players create new investigators to carry on the story.

Opposite: To the rescue?

SET UP: INVASION

Prof. Harrold and the NPC students have been deeply changed by their experiences in Vermont. Those members of the field trip who fell prey to Robert Blaine's plan have suffered a horrible fate at the claws of the mi-go. Their living brains have been removed from their bodies and replaced with brains the mi-go have collected through the years. Over time, the mi-go have employed surgical alteration, chemical treatment, and reasoned argument to persuade previously captured brains to aid them in their plans. With their agents' brains now housed in the students' bodies, the mi-go had little reason to keep the original brains of the students, and so they have been destroyed.

Barring any unforeseen events in **Chapter 1**, such as the death of an NPC student before the mi-go abduction, there should be eight mi-go agents riding around in the following bodies; the agent brains' identities are given in parentheses. For further information, see the **Dramatis Personae** section, page 116, and the **Brain Swap Summary Table**, page 121.

- Prof. Roger Harrold (Daphne Devine)
- Roderick Block (Keith Clark)
- Louis Gibbons (Dr. Clayton Osborne)
- Harry Higgins (Gustav Ludendorff)
- Terrence Laslow (Lawrence Jarvis)
- William Noakes (Henry Akeley)
- Clarissa Thurber (Wesley Smith)
- Jason Trent (Robert Tunes)

If some of the NPC students were saved by the investigators or suffered other fates, then the list and summary table should be adapted to suit. Likewise, any investigator who was captured by the mi-go is now inhabited by one of the agent brains (see **Captured by the Mi-go?**, page 103, for further details). Three of the agents are important to the outcome of the plot, so they must be among the ranks of the agents sent to the university. They are: Daphne Devine (in the body of Prof. Harrold), Keith Clark (in the body of Roderick Block), and Lawrence Jarvis (in the body of Terrence Laslow). Other than these three, the Keeper can adjust which brains go into which bodies to best fit the narrative of what happened in **Chapter 1**. Having previous investigators present should also make things interesting, as their friends and fellow investigators most likely try to get in touch with these imposters to find out what's going on.

Blaine has coached the mi-go agents about the personalities of the bodies they now inhabit. He knew some of the host victims better than others, but essentially his knowledge is pretty limited. Consequently, the agents try to avoid any personal acquaintances their host bodies knew previously, or at least limit contact with such people.

To further help, the mi-go agents' brains have been selected for specific host bodies, so there is some overlap of knowledge (i.e., the agent's brain has some understanding of its host body's area of academic study). If a student majored in history, then the Fungi chose a brain that was also well versed in history. Unfortunately, such a complex plan was always going to be far from perfect. No matter how well briefed about the lives and studies of the people they are set to "impersonate," the transplanted brains are bound to make a few mistakes—especially the older personalities that haven't interacted with the world outside their cylinders for a long time. This fact alone may give the investigators enough clues for them to determine that something is very wrong indeed with their friends.

Out of all the people the investigators went to Vermont with, only Robert Blaine is in his "right mind," although he is far from sane. In fact, his already shaky mental health has taken a serious turn for the worse.

A SURPRISE FOR BLAINE

Remember how protective and watchful Blaine was of Clarissa Thurber? Blaine handpicked Clarissa to become the host body for Daphne Devine's brain; however, to Blaine's great shock, the unwilling object of his affections had other ideas.

Daphne Devine was born into a world where a woman's place was widely regarded as the home. She—quite rightly—resented this unfair and patriarchal view, and so when an opportunity presented itself, she took it and insisted that her brain be placed in a male body. The mi-go didn't really care either way. Thus, she got her wish, and her brain was placed in the body of Prof. Roger Harrold—after all, she was the brightest of his anthropology students. In her new body, Devine is the leader of the mi-go agents sent to MU. In consequence, Devine is very happy, as she now has the respect and influence that Harrold possessed, plus she has finally been given real responsibility—something she's craved all her life.

Devine's joy is only exceeded by Blaine's absolute misery. All the effort, planning, and cunning to ensure everything was in place has been in vain. Everything he did, he did out of an obsession with a woman who is now completely unobtainable by him (not that she ever was, despite what Blaine might believe). The lovesick and completely insane Blaine has fallen into deep despair. Driven again to seek solace in alcohol, Blaine has become the weak link in the mi-go plan. Devine realizes this and will not allow anything to jeopardize the mission. While she may once have felt friendship toward this man, that was when "she" was a different person. Now, Devine plots Blaine's death and has the perfect tool with which to dispatch him: Lawrence Jarvis.

Keeper note: although, as written, Jarvis makes Blaine's death look like a suicide, if you're feeling particularly fiendish, you may wish to have Jarvis frame the investigators for his murder instead. Adjust the scenario details accordingly if the investigators' actions provide an opportunity for you to give this option a try.

THE MI-GO PLAN

Primarily, the agents' mission at the university is to destroy or steal any evidence pointing to the existence of the mi-go. Half of the group is tasked with spending long hours in MU's **Orne Library** (page 58) searching through old newspapers, as well as books on the occult, New England history, and folklore for potential mentions of mi-go activity. At some point, they try to gain access to the Mythos tomes in the Restricted Collection section housed on the library's third floor (see the map of the Orne Library in the **Arkham and Miskatonic University** section of the **Campaign Background**, page 54). **Dr. Henry Armitage** (page 121) will be most unwilling to allow them access—after all, it was only two years' ago that Wilbur Whateley attempted to steal the infamous *Necronomicon* from the library (as detailed in Lovecraft's *The Dunwich Horror*).

While conducting their research, the agents do not destroy or take any books until they are satisfied that they have compiled a complete list of all the sources the university has concerning the Fungi. They take the time to study security at the library—at different times of day, and specifically at night. Unless otherwise pressured by the investigators, the agents do not act until they are completely ready. Then, in conjunction with the second part of the plan, they attempt to break into the library and either steal the books or destroy them. If the whole building has to be incinerated, so be it.

The second part of the plan is what first drew the attention of the mi-go to the university: the pasquallium sent to Prof. Ashley Learmonth by Federated Oil and Chemical. Those students with scientific credentials—most notably Higgins/Ludendorff and Thurber/Smith—feed false data to Prof. Learmonth, convincing him that the pasquallium originated from a meteorite rather than being a rare Earth element. To further prove their point, they have brought another small sample of the mysterious ore, which they claim to have found in an old impact crater. The mi-go want the professor to believe the metal came from a meteorite so that he will pass this information on to FOC, thereby giving the company no reason to further explore the Vermont hills.

Later, during a raid on Prof. Learmonth's laboratory in the Charles Tyner Science Annex (see map in the **Arkham and Miskatonic University** section of the **Campaign**

Background, page 59)—timed simultaneously with the break-in at the Orne Library—the agents plan to steal the ore sample and all notes pertaining to it. In addition, the agents are to make sure Learmonth can't cause them any further trouble. The most advantageous means of silencing the geology professor is for the agents to steal his brain. To this end, Lawrence Jarvis and Dr. Osborne have been trained by the mi-go to perform brain removal surgery—Jarvis has the requisite tools and a shiny new brain cylinder just for the occasion. The Fungi want Learmonth's brain so they can squeeze from him everything he knows about the pasquallium and FOC.

Glitches in the Plan

Aside from missing out on gathering the investigators' brains, the only key mistake made by the mi-go when thinking up this complex plan was in their choices of agent brains. Two brains, in particular, *should not* have been sent on this mission.

Henry Akeley's Fascination with Wilmarth

The first brain belongs to Henry Akeley. Once his new body reaches MU, Akeley is not able to resist getting in touch with Prof. Wilmarth. Everywhere Wilmarth turns, there is William Noakes (Akeley's new body), asking him how his health is doing, about his classes, even inquiring about his family and friends by first name. When Noakes invites the baffled English professor out for dinner one night, Wilmarth becomes very intrigued. This could make things difficult for the other agents, as Wilmarth is no fool and is sure to find it strange that a student he has never met before has suddenly taken such a vested interest in him.

Keepers are free to do whatever they see fit with Wilmarth and how closely he becomes involved. He will most certainly check up on Noakes and, once he confirms that the boy was part of Prof. Harrold's latest Vermont excursion, he may begin to theorize about what's going on. If confronted, Noakes/Akeley might confess everything to Wilmarth, who in turn might contact the investigators for help. Alternatively, perhaps Wilmarth has only a vague hunch as to what's going on and wants to warn the investigators—indirectly, of course, in case he's wrong. If so, he could leave notes in their dorms or perhaps inside books he knows they'll read. This is a great way for the Keeper to provide the players with hints and clues but still maintain an air of mystery. Wilmarth can also come to the investigators' aid should they get into deep trouble.

Keeper note: as tempting as it may be, especially if the investigators are struggling to figure out what's going on, try to avoid overly using Wilmarth as a *deus ex machina*; his help should come a step removed wherever possible.

Keith Clark's Anger

The second agent the mi-go should never have used is Keith Clark. It was only nine years ago that the Fungi took his brain and promised that his family would keep their lives. Of course, this was a lie. The mi-go presumed the woman and her children would not leave without Clark, at least not



PLAN SUMMARY (TIMELINE)

The timing of the mi-go agents' plan is not set in stone and may be adjusted to reflect the investigators' actions. Here is a brief summary of the key steps in the approximate order in which they occur if the investigators do nothing to interfere:

1. The library group begin their study of MU's occult and esoteric tomes in order to decide what will be stolen and what will be destroyed come the night of the raid (**The Library Group**, page 125). In addition, Block/Clark and Trent/Tunes carry out their own personal research.
 2. The laboratory group sets about convincing Prof. Learmonth that the pasquallium ore is meteoric in origin (**The Laboratory Group**, page 126).
 3. Lawrence Jarvis murders Robert Blaine, disguising it as suicide (**Blaine's Suicide**, page 132). Depending on the investigators' actions, Jarvis then sets his sights on them (**Mind Games**, page 133).
 4. Once the mi-go agents have gathered all the information they require, they begin to put the final pieces of their plan in place (**D-Day Approaches**, page 133).
 5. (Optional) Keith Clark, determined to have his revenge, contacts one of the investigators to let them know what's going on (**Another Trap?**, page 134).
 6. On the evening of the raid, the agents dose various cafeterias' meals with amnesia enzyme and wait for the effects to take hold (**A Good Diversion**, page 137).
 7. At 10:30 pm on the night of the raid, the library group assaults the Orne Library with a view to steal or destroy those tomes previously identified (**The Library**, page 138).
 8. Meanwhile, the laboratory group lure Prof. Learmonth to the Science Annex and proceed to steal his pasquallium samples and notes while also removing his brain (**The Geology Lab**, page 138).
 9. The agents flee MU and head to a safe house, where they and the items they've stolen are collected by their mi-go masters (**The Safe House**, page 140).
- 

without bringing unwanted attention to the area, and so they made sure the Clark family would cause them no more trouble in the immediate future.

Once Clark has access to the Orne Library, he begins to research the whereabouts and status of his family. It's not long before he discovers the truth: three days after his abduction by the mi-go, his wife and children were found dead at their campsite. Newspaper reports state that the family was murdered with an axe. Keith Clark, whose whereabouts are unknown, remains the prime suspect for the multiple murders. After learning this, a grief-stricken Clark decides he has a score to settle with the mi-go. Clark is no fool and knows he requires help to get the revenge he desires, which is where the investigators could come in—see **Another Trap?** (page 134) for details on how this might play out.

DRAMATIS PERSONAE

Key information for NPCs relevant to this part of the campaign is detailed in the following entries, grouped according to the characters' affiliations (mi-go agents, Miskatonic University, and Arkham Police Department). Their profiles, along with those of any monsters the investigators are likely to encounter, are provided in the **Characters and Monsters** section at the end of this chapter (page 144).

Keeper note: it is recommended that each of the key NPCs' portraits are printed out and used as play aids during the game, helping the players to know who is who.

MI-GO AGENTS

Henry Akeley (as William Noakes),
apparent age 20, revived scholar

- **Agent brain:** Henry Akeley
- **Host body:** William Noakes

The name Henry Akeley might sound familiar: he was the doomed inquisitive soul whose pursuit of the truth placed him on the wrong side of the mi-go in Lovecraft's *The Whisperer in Darkness*. Akeley's research attracted the mi-go's attention and, fearing repercussions, Akeley sought help from Professor Albert N. Wilmarth of Miskatonic University. As for what happened next... Well, go read the Lovecraft story! For the purposes of this campaign, though, Wilmarth survived his trip to Vermont.

Akeley now works for the very things who removed his brain from his body a few years ago. He has adjusted rather well to his new situation, having discovered that being able

to access the information gathered in the mi-go's libraries, as well as the possibility of living forever, is not all that bad—at least in his humble opinion. For a man who was always at foremost a scholar, Akeley could not ask for anything more.

Akeley's brain was placed in William Noakes' body as the pair shared many interests, including anthropology, astronomy, and folklore—indeed, the two were almost a perfect match.

- **Description:** “William” no longer dresses in his comfortable, rural attire, preferring instead to wear a suit. He also appears to have broken his almost compulsive need to constantly check the time on his father's pocket watch.
- **Traits:** intelligent, but for all his experiences, still largely lacking in worldly sophistication.
- **Roleplaying hooks:** in exchange for his continued access to mi-go data (and thereby, the mysteries of the universe), Akeley is willing to do almost anything for the aliens—except harm a friend, which Akeley still considers Prof. Wilmarth to be. If the need arises to eliminate Wilmarth, Akeley does not stand for it. See **Glitches in the Plan**, page 115, for further details on how Akeley's relationship with Wilmarth may affect the investigators.

Keith Clark (as Roderick Block),
apparent age 21, vengeful mi-go pawn

- **Agent brain:** Keith Clark
- **Host body:** Roderick Block

Before being separated from his original body, Clark was a geography professor at Brown University, Providence, Rhode Island. In 1921, Clark and his family were vacationing in the Vermont hills. While alone on a nature walk, Clark found an interesting cave and went in to explore. As it turned out, it was part of a still-operational mi-go mine. When captured by the Fungi, Clark “agreed” to have his brain scooped out and placed in a cylinder on the condition that his wife and two children were allowed to leave the area unharmed.

As Block's major was also geography, Clark was given his body—although, this may have been a mistake (see **Roleplaying hooks**, following, for further details).

- **Description:** gone is Block's slight southern accent; he rarely wears his beloved football jersey anymore and has dropped out of football altogether. All he seems to do now is sit in the university library reading old newspapers.
- **Traits:** no longer bright and happy, “Roderick” has been sullen and depressed since his return from Cobb's Corners.
- **Roleplaying hooks:** now that Clark has a body again, he wants nothing more than to use the **Orne Library** to find out about his family, how they are faring without him, and whether there is a chance he can be reunited with them. In conducting this research, Clark discovers the awful truth the mi-go kept from him. Once this secret is revealed, Clark may approach the investigators for their help—see **Glitches in the Plan** (page 115) for further details.



Henry Akeley (as William Noakes)



Keith Clark (as Roderick Block)

**Daphne Devine (as Prof. Roger Harrold),
apparent age 44, agents' leader**

- **Agent brain:** Daphne Devine
- **Host body:** Prof. Roger Harrold

Devine has one goal on her mind right now: to make her mi-go masters happy. She has been promised that, if the MU mission is successful, she will be housed in the body of her choice and feted as one of the Fungi's most important agents. The possibility of finally getting the respect and recognition she has always craved is all the motivation Devine needs. Thus, she is willing to do anything—including murder—to ensure she gets what she wants.

Devine now has access to Harrold's diaries, providing all the tidbits of personal detail she requires to reinforce her brilliant and convincing act as the professor.

- **Description:** Devine dresses in the professor's brown suits and smokes his signature pipe.
- **Traits:** Devine is able to pull off a very convincing act when pretending to be Harrold. She was one of the professor's star students and spent a lot of time with him, and so she can easily mimic his manner of speaking, gestures, and habits.
- **Roleplaying hooks:** the agents' leader, Devine oversees all aspects of the mi-go plan and is well-positioned to harm and mislead the investigators. While the investigators might realize something is wrong with the students who

accompanied them to Vermont, as Harrold only came to town on the last day (assuming they are aware of this; **Dream Gate Resolution**, page 103), they may be under the misapprehension that he's still normal. As a result, the investigators may seek the professor's help and advice—something Devine will be only too happy to provide...

**Lawrence Jarvis (as Terrence Laslow),
apparent age 22, mental muscle**

- **Agent brain:** Lawrence Jarvis
- **Host body:** Terrence Laslow

Jarvis' specialty is murder; he's been a killer for the mi-go for over 300 years. When his original body died after 52 years of faithful service, the Fungi decided his mind and skills would be worth keeping. Since then, Jarvis' brain has inhabited countless bodies. He is one of the Fungi's finest scientific achievements in their unending study of the human mind, as his brain has undergone surgical alteration over time. The surgery has made him fanatically loyal to the mi-go and has provided him with access to latent psychic powers (for further details, see Jarvis' profile on page 146). Through years of practice, Jarvis has honed his abilities and now his psychic talents are now quite powerful. This, coupled with his expertise with mi-go weapons, makes him a deadly foe.

Keeper note: you might wish to tone down some of Jarvis' psychic powers in a classic campaign to give the investigators



Daphne Devine (as Prof. Roger Harrold)

Lawrence Jarvis (as Terrence Laslow)

more of a chance against him, particularly if they are more academically-oriented. If using *Pulp Cthulhu*, Jarvis acting at the height of his abilities should prove to be an entertaining challenge for the heroes.

- **Description:** Jarvis is an old hand at body swapping, and he dresses just as sharply as this body's original inhabitant.
- **Traits:** even though he's the only member of the agents who doesn't have a strong academic background, being just as rude and snobbish as Laslow ever was means Jarvis' act is near perfect.
- **Roleplaying hooks:** now inside Laslow, Jarvis resumes his role as a murderer. His mission is solely to ensure the operation goes smoothly, which includes making sure nothing untoward happens to the other agents. He attempts to eliminate anything or anyone he considers a threat to the mission.

Gustav Ludendorff (as Harry Higgins), apparent age 20, unfunny class clown

- **Agent brain:** Gustav Ludendorff
- **Host body:** Harry Higgins

Ludendorff was a famous geologist from the Friedrich-Wilhelms-Universität in Bonn, Germany. While climbing the Swiss Alps in 1886, he discovered a mi-go scouting outpost and thus never returned home.

Both Ludendorff and Higgins shared a passion for geology—specifically, mineralogy. Because Ludendorff is so well versed in

Higgins' field of study, he has, so far, done very well at blending in academically. Socially, it's a very different story.

- **Description:** Ludendorff plays a convincing Harry Higgins, as long as he doesn't have to speak with too many people, especially those who knew Higgins well.
- **Traits:** "Harry" has lost his famous sense of humor, and his broad Irish accent has now strangely turned into a very pronounced German one!
- **Roleplaying hooks:** while Ludendorff passes for Higgins academically, he realizes he cannot pass detection with those who were close to Higgins and so shuns former friends, keeps his head buried in books, or feigns illness. If the investigators are struggling to figure out what's going on in spite of the accent change, then the infamous Arkham criminal boss Danny O'Bannion could contact them to find out what the heck is wrong with his cousin. He "encourages" them to get to the bottom of the matter for him—or else.

Dr. Clayton Osborne (as Louis Gibbons), apparent age 22, reborn medical student

- **Agent brain:** Dr. Clayton Osborne
- **Host body:** Louis Gibbons

Gibbons was a slight problem for the mi-go, as finding a brain match proved to be quite the challenge. With no available brain well versed in botany (Gibbons' specialty),



Gustav Ludendorff (as Harry Higgins)



Dr. Clayton Osborne (as Louis Gibbons)

the mi-go chose one who could at least match his pre-med knowledge. Osborne was once a physician from a small town in Colorado, taken by the mi-go one night in 1901.

- **Description:** “Gibbons” still dresses and acts pretty much the same as “he” did before.
- **Traits:** Osborne tries his best to impersonate Gibbons’ Boston accent but fails miserably.
- **Roleplaying hooks:** when “Gibbons” returns to MU, he (surprisingly) rekindles his interest in medicine and drops all botany courses. He also shows no interest in his former favorite pastime, playing piano in the Regatta Restaurant, which should be an immediate clue to anyone who knows him that something is truly amiss.

Wesley Smith (as Clarissa Thurber),
apparent age 21, unhappy agent

- **Agent brain:** Wesley Smith
- **Host body:** Clarissa Thurber

Growing up small and frail on his father’s ranch in Arizona was tough for Smith. Going to school and being picked on because of his size, and the fact he was smart and the teachers liked him, was worse. Consequently, Smith began to exercise and build up both his mind and body. By the time he was 26, he had a finely honed and muscular physique and was highly educated in chemistry. Unfortunately, soon thereafter

the mi-go captured him and took his brain for study. With such a strong chemistry background, Smith’s brain was the match chosen for chemistry major, Clarissa Thurber.

- **Description:** Clarissa Thurber has changed greatly since returning from Vermont. She no longer wears pretty dresses and instead dons the longest, most unshapely and unflattering garb she can find. She wears no makeup, and her hair is now usually pulled back in a single ponytail. Most notably, “Clarissa” appears to have lost “her” faint lisp.
- **Traits:** those around “Clarissa” find “her” to be depressed, sullen, and unsociable.
- **Roleplaying hooks:** something of a misogynist, being homed inside a woman’s body displeases Smith greatly, especially when he sees the other options that were available; subsequently, he is making no effort at all to maintain the facade. While several of the students are behaving strangely since their return from Cobb’s Corners, Thurber’s complete change of personality is perhaps one of the most obvious when it comes to tipping off the investigators that something is wrong. If approached by anyone who had a previous romantic relationship with Thurber, Smith is highly likely to punch them on the nose rather than talk.

Robert Tunes (as Jason Trent),
apparent age 20, historic historian

- **Agent brain:** Robert Tunes
- **Host body:** Jason Trent



Wesley Smith (as Clarissa Thurber)



Robert Tunes (as Jason Trent)

Robert Tunes is the brain operating Jason Trent's body. The transition has been an easy one, as both men were young college students majoring in history when they encountered the mi-go. Unfortunately, Tunes was English (living in London) and he has been with the mi-go for so long that his knowledge of American history only goes as far as the 18th century American Revolutionary War—Tunes was quite shocked when he learned how it turned out.

- **Description:** there are no particularly noticeable differences, and it is pretty much as it ever was, in terms of dress, at least.
- **Traits:** whatever happened on the Vermont outing seems to have done wonders for "Jason," as he is no longer deathly shy. While he is no social butterfly, he can actually look a person in the eye when he speaks to them, and he no longer nearly faints when confronted by a pretty woman.
- **Roleplaying hooks:** Tunes spends most of his time in the Orne Library reading history books. He may bring down the ire of the librarians due to his new habit of slamming a book shut, shaking his head, and muttering "Bloody Hell!" under his breath—in a British accent. The accent, along with the change in attitude and occasional emotional outbursts, should be a clue that all is not well with young Mr. Trent.

MISKATONIC UNIVERSITY

Dr. Henry Armitage, age 73, keeper of forbidden tomes

Everyone at MU knows about Dr. Armitage, who has been the well-respected director of the Orne Library since 1906. Armitage has a formidable education including an M.A. from Miskatonic, a Ph.D. from Princeton, and a Litt.D. from Cambridge.

Armitage's experiences in Dunwich (see Lovecraft's *The Dunwich Horror*) have changed him. His health is poor (he takes medication for a weak heart) and his priorities have changed. He understands the threat posed by the Cthulhu Mythos and knows he is charged with looking after some very dangerous books.

- **Description:** white, balding, with a white beard, he is slender in frame, and wears bifocal spectacles. Dressed in suit and tie, he can often be seen smoking a pipe.
- **Traits:** used to be cheerful and pleasant, but following his return from Dunwich, Armitage has changed. Not only has his health taken a turn for the worse, but he is now less charming and friendly than before; for good reason—the horror of the Cthulhu Mythos casts a somber pall on all who

BRAIN SWAP SUMMARY TABLE

Body	Brain	Clues
Prof. Roger Harrold	Daphne Devine	None; a perfect impersonation.
Roderick Block	Keith Clark	Loss of accent, no longer plays any sport.
Louis Gibbons	Dr. Clayton Osborne	Loss of accent and no interest in the piano; change of study.
Harry Higgins	Gustav Ludendorff	Loss of sense of humor, socially awkward, German accent.
Terrence Laslow	Lawrence Jarvis	None, unless his murderous intentions come to light.
William Noakes	Henry Akeley	Change of appearance, attempts to get close to Prof. Wilmarth.
Clarissa Thurber	Wesley Smith	Complete change in appearance and attitude; no longer lisps.
Jason Trent	Robert Tunes	No longer shy, occasional English accent.

encounter it. He has become secretive, slightly paranoid, and untrusting of anyone asking to see the tomes in the Restricted Collection.

- **Roleplaying hooks:** most likely, Armitage plays a minor role in this scenario. He does not allow anyone to view the books in the Restricted Collection without a very well-reasoned argument. If the investigators learn of the agents' plan to raid the Orne Library and can somehow convince Armitage that the threat is real, then he will listen and act to safeguard both the books and the university. Otherwise, Armitage is likely to treat the investigators as immature and foolish students.

Robert Blaine,
age 24, drunken murder victim

See Blaine's **Dramatis Personae** entry and profile in **Chapter 1** (pages 70 and 105, respectively) for further details.

Professor Ashley Learmonth,
age 47, unknowing mi-go target

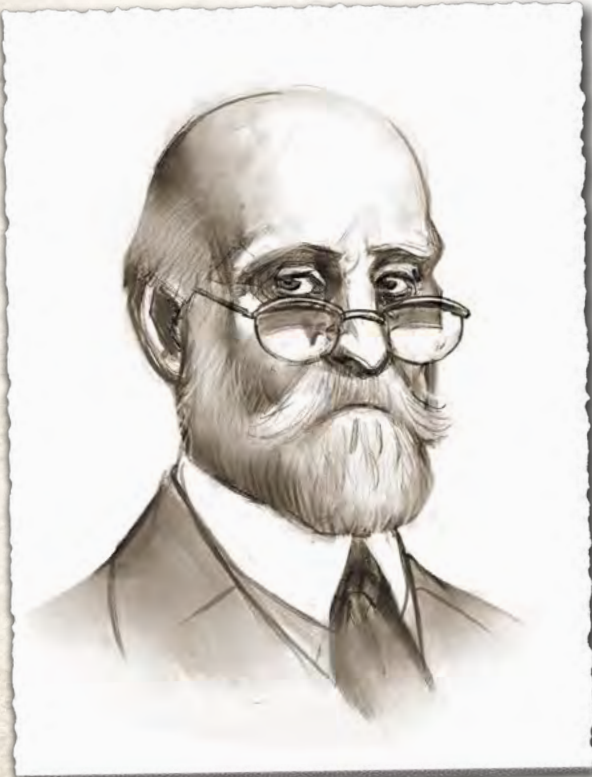
Considered by many to be one of the best metallurgists in New England, Learmonth was the natural choice for FOC to analyze the pasquallium. Learmonth has devoted most of his free time for the past three years to the task, but even his great intellect has, so far, struggled to determine the ore's true potential.

- **Description:** a small, slightly portly white man, with a bald spot in the center of his blond hair, he wears glasses when reading small print. Learmonth was born with six fingers on his right hand (a natural, albeit very rare, condition).
- **Traits:** although a polite enough fellow, he is not known for his warmth or sense of humor.
- **Roleplaying hooks:** Learmonth is responsible for gaining funding from FOC for both Vermont research expeditions and may count at least one investigator among his students. The mi-go agents plan to steal all traces of pasquallium from the professor's laboratory, as well as all of his paperwork and notes on the subject—not to mention his brain...

Professor Albert N. Wilmarth,
age 52, English literature professor

Two years ago, Wilmarth traveled to Vermont to see his "friend" Henry Akeley and, in so doing, encountered the mi-go. Wilmarth has since developed a close relationship with Dr. Armitage, with the two sharing research to better understand the dark conclusions drawn from their separate experiences.

Aside from his knowledge of English language and literature, Wilmarth is also learned in the field of New England folklore and local history. Born and raised in



Dr. Henry Armitage



Professor Ashley Learmonth

Arkham and educated at Harvard, he is currently a member of the Arkham Historical Society.

- **Description:** a slightly built white man, with a clean-shaven, lean face and sharp eyes set behind thick spectacles. His brown hair is thinning and beginning to recede. He is fond of tweed suits, soft leather shoes, and chocolate ice cream.
- **Traits:** the events in Vermont have left Wilmarth shaken and wary.
- **Roleplaying hooks:** Wilmarth might become involved in this episode in a number of ways. Firstly, he's aware of the recent Vermont field trips and is quietly watching and listening for any weird stories or happenings concerning the students' visit. Secondly, the strange antics of William Noakes/Henry Akeley may arouse his suspicion, pushing him to seek answers from the investigators. Lastly, the investigators may directly approach Wilmarth for help. Wilmarth could prove to be an invaluable ally at MU, as he is well respected by most faculty members, and, if the investigators cultivate a positive relationship with him, he may pass on a favorable word regarding them to Armitage.



Professor Albert N. Wilmarth

ARKHAM POLICE DEPARTMENT

Chief Detective Luther Harden, *age 44, tough but fair cop*

A poster boy for the hard-boiled, irascible detective, Harden is respected and feared by Arkham's criminal underworld. His record for closing cases is quite impressive as is his ability to get criminals to confess to their deeds (with a little encouragement).

When Harden was a child, his father James Harden was an Arkham police officer who disappeared one night while investigating a disturbance at the Potter's Field Cemetery. While his body was never found, the large quantity of blood found at the scene convinced the authorities that he had met a grisly end. This formative event drove Harden into police work.

- **Description:** a large white man, with dark hair, brown eyes, and a bushy mustache. He is rarely seen without a smoldering stump of a cigar clenched between his teeth and his fedora clamped tightly on his head.
- **Traits:** a creature of strict moral code and little imagination, Harden is not likely to believe any of the investigators' wild stories.
- **Roleplaying hooks:** Harden is provided should the Keeper require a senior police figure to censure or hassle the investigators. Once the investigators have crossed his path, Harden is most displeased to encounter them again, should they foolishly fall foul of the police for a second time.



Chief Detective Luther Harden

START: LOSING FACE

Upon their return to Miskatonic University—and prior to the start of term—all of the student investigators are unexpectedly summoned to appear before the Dean of Students, Marinus Bricknell, and severely reprimanded for what he considers to be their inexcusable behavior.

Assuming the investigators were apprehended by Sheriff Spencer for “indecent behavior and drunkenness during Prohibition” (**Mi-Go Attack!**, page 101), Bricknell informs them that this will go on their permanent record. One more mistake—however small—will result in their immediate expulsion from the school. Any investigator who managed to avoid capture by the authorities (or the mi-go) is likewise reprimanded for not preventing their colleagues from engaging in licentious and criminal behavior. After all, a model member of the student body should always exemplify the highest of standards, as well as endeavor to ensure that their compatriots do so, too.

Investigators who are members of the university’s faculty receive the same speech from the University President, Dr. Harvey Wainscott. Instead of expulsion, a faculty investigator’s reputation and other academic livelihoods are threatened.

Despite their best efforts, gossip is bound to get out around campus concerning the trouble the investigators are in; they have to deal with whispers, jokes, and jeers, not to mention the possibility of a reputation as a jinx or crazy person. Other students occasionally point them out to others if they think the investigators can’t see them. Conversations are likely to fade to a conspiratorial whisper or die out completely as they walk by. The only thing the investigators can realistically do is to ignore the nasty gossip and try to behave like normal members of the university. Unfortunately, this might prove hard, if not impossible, once Prof. Harrold and the rest of the Vermont group return to campus on August 21.

SOMETHING’S NOT RIGHT

This section discusses how the investigators might notice some of the mi-go agents’ strange behavior and therefore decide to investigate further.

Changes in Behavior

The (agent) students are just not acting right; they avoid all of their friends and, in particular, the investigators. If approached, they are always busy, saying they have lots of work to do so they can’t stop and talk, and so on. Those investigators who became fast friends with one (or more) of the students while in Vermont probably notice the changes in that person’s personality and habits more quickly than would

otherwise be the case. For the most part, the investigators won’t be able to put their finger on exactly what’s wrong, only that something is undoubtedly off. Only Devine plays her role as Prof. Harrold well enough to avoid drawing any undue suspicion.

Noticeable strangeness for three of the agents (Higgins/Ludendorff, Noakes/Akeley, and Thurber/Smith) follows. Behavioral changes for the other students can be found in **The Library Group** (page 125; see also the **Brain Swap Summary Table**, page 121).

- **Harry Higgins:** avoids contact with anyone who was close to him prior to his visit to Vermont. If pursued by old friends, he refuses to engage in conversation or feigns illness (refusing to open his door to anyone). If followed (successful **Stealth** roll), he can be seen conversing with Prof. Learmonth as well as Noakes and Thurber. A successful **Listen** roll hears him speaking strangely, with a German rather than an Irish accent.
- **William Noakes:** often seen in the company of Prof. Wilmarth. An investigator who decides to shadow Noakes (**Stealth** roll) may follow him, allowing the investigator to spot Noakes hiding outside Wilmarth’s classroom window, peeking in while the professor teaches. On a separate occasion, Noakes approaches Wilmarth, and, while it’s too difficult to get into a suitable position to listen in on the conversation, a successful **Psychology** roll gives the impression that Noakes converses with the professor as if they were longtime friends, while Wilmarth speaks to the student like he’s a stranger—and one he’s a little perturbed by.
- **Clarissa Thurber:** when observing Thurber, a successful **Psychology** roll shows she doesn’t walk, talk, or even sit like a woman. She often fidgets with her undergarments in public—as if they were alien devices she despises. If approached by a man in even a remotely friendly manner, she clenches her fists, grinds her teeth, and glowers at him until he slinks away.

Changes in Routine

Following the agents around campus and observing their altered behavior reveals that some of them spend most of their time in the Orne Library, while the others are constantly seen in the company of Prof. Learmonth in his laboratory or office in the Science Annex. Of course, the investigators may initially just be following one agent, so this is a good opportunity to have them become aware that it’s always the same group of people who are working near one another in the library—almost as if they were working on something together—and so on. Occasionally, Prof. Harrold is seen talking to one or two of these students, but not for very long.

Every night, the agents meet together in a group, discussing things in lowered voices and seemingly comparing notes. Devine/Prof. Harrold does not attend these meetings, so as not to act out of character. She is briefed later by one of the agents in the privacy of her apartment off-campus.

The Library Group

Those frequenting the Orne Library are Block/Clark, Gibbons/Osborne, Trent/Tunes, and Laslow/Jarvis. Spying on them reveals they study constantly, sometimes spending the entire day in the library. They arrive at 8 am when the building opens and stay until they are asked to leave at 9 pm when it closes. Once inside, the agents read books on the occult, local history, folklore, and science, as well as lots of old newspaper back issues. If the investigators are also trying to research the mi-go, they find themselves vying for many of the same titles; a successful group **Luck** roll determines if the investigators get there first.

As they study their former colleagues, the investigators may notice certain changes in personality and other odd behaviors; some key examples to use are:

- **Roderick Block:** is not looking for the same subject matter that the others are searching for. Investigators able to succeed with either a **Spot Hidden** or a **Stealth** roll (to creep up behind him and look over his shoulder) see Block is reading a newspaper story about the Clark family, who were found dead in the Appalachian Mountains. Further, a successful **Psychology** roll determines that Block is particularly upset by the article he is reading. Investigators might wait until Block leaves to read the newspaper story for themselves (**Handout: Harvest 9**).
- **Louis Gibbons:** has apparently given up his pursuit of botany and decided to return to the study of medicine. An investigator noticing the books Gibbons is reading (or catching a glimpse of his notes) can attempt a **Medicine** roll; a success means they realize Gibbons is tackling some extremely advanced medical topics for a person with only one year of pre-med training—moreover, it appears he has a very solid grasp of the subject matter.
- **Terrence Laslow:** doesn't appear to be doing anything useful in the library (**Spot Hidden** roll). When he's there, he takes a book from a shelf, opens it in front of him, but clearly,

Handout: Harvest 9

June 12, 1921

BENNINGTON BANNER

Local

Family Found Dead in Vermont

Yesterday, the bodies of Lou Ann Clark and her two sons, Simon and Samuel, aged 9 and 7 respectively, were found at a campsite at the base of the Green Mountains. Police speculate the family had been murdered over a week ago by an unknown assailant. According to locals, the Clark family arrived in the small town of Cobb's Corners on June 4th, prior to going on a fishing, camping, and hiking

vacation in the forest surrounding the town. As for Keith Clark, the husband and father of the slain family, no trace of him has been found at the scene of this terrible crime. Police continue to search the woods for evidence and have made a call for Mr. Clark to come forward to assist with their enquiries.

he's not reading from it. Instead, he looks around the room, apparently lost in thought or staring at people as if he's sizing them up—this is especially true for investigators, who he blatantly glares at, as if looking right into their minds.

- **Jason Trent:** occasionally takes a break from reading up on local folklore and history to sneak away from his fellow students and look up colonial American history (specifically the American Revolution)—again, a successful **Stealth** or **Spot Hidden** roll can identify this information. A successful **Psychology** roll reveals he seems upset or flabbergasted by what he's reading; it's almost as if the history was news to him. His choice of language at these moments is also quite revealing.
- **All:** investigators might overhear or witness one or more of the students arguing with Dr. Armitage about being denied access to the books in the Restricted Collection (**Listen**, **Spot Hidden**, or **Stealth** roll). Devine, masquerading as Prof. Harrold, even comes to the library to petition Armitage to grant “his” students access to the restricted books, as he says they are working on a project for him. Armitage wisely refuses the request, which only serves to enrage the anthropologist; again, a successful **Listen** or **Spot Hidden** roll alerts the investigators to this clash of academic wills if they are not already watching for it.

The Laboratory Group

The group having long meetings with Prof. Learmonth consists of Noakes/Akeley, Higgins/Ludendorff, and Thurber/Smith. This trio has been bending Learmonth's ear ever since they returned from Vermont. They can often be seen with the professor in the Science Annex, showing him notes and photographs they have brought back from the field trip as well as some kind of rock sample.

Trying to uncover what the group is discussing will be difficult—but not impossible—as they are almost always alone in Learmonth's lab. Investigators who devise cunning schemes to listen in on the conversations should be rewarded. If cunning cannot win the day, then persistence and being in the right place at the right time should. One of the investigators could try to get into the lab before the group arrives, allowing them to hide in a closet or behind a desk and take notes. Others might crack a window and stand outside the building, using the surrounding bushes as cover, and attempt a **Listen** roll to hear what is being said. One interesting idea could see the investigators go into one of the labs next to Learmonth's and carefully drill a spy hole through the connecting wall.

However it is done, the investigators can find out the following through their eavesdropping. The first four points may already be common knowledge among the investigators if they were on the most recent field trip, especially if they are also geology or geography students or were part of Group 2 (the survey team).

- Prof. Learmonth is interested in the hills and mountains of Vermont, roughly in the same area where the first field expedition conducted their soil survey, as he thinks the area might contain concentrations of a mineral of unusual properties.
- The mineral is known as pasquallium, named after the man who discovered it.
- Learmonth was sent the ore by a large American company, named Federated Oil and Chemical (FOC), for him to conduct tests and report back on the properties it could contain.
- When Prof. Harrold needed funding for both of his field trips, it was Learmonth who arranged for FOC to provide the funding, which in turn allowed him to send students with Prof. Harrold on what was otherwise strictly an anthropology affair. Learmonth wanted his students to conduct surveys to see if they could turn up any signs of the pasquallium.
- Higgins, Noakes, and Thurber have returned from the second field trip with evidence that pasquallium is not native to Earth. The students claim it must have come from a meteorite that struck the Vermont mountains thousands of years ago.
- To prove their point, the students have brought another small sample of the mysterious ore they claim to have found in an old impact crater in the hills around Cobb's Corners. There are also photographs of the crater, as well as pages of dated field notes and calculations.

Keeper note: if none of the investigators were part of the survey team, this is an excellent false lead for them to unwittingly pursue. Should they have been with the surveyors, they know that what the students are saying is all a lie—there was no meteor crater, and so on.

If such snooping operations are not to the investigators' liking, they can always try breaking into Learmonth's laboratory or office after hours to read his notes. This requires a successful **Locksmith** roll (assuming brute force is being avoided; otherwise a successful **STR** roll is required) to enter the lab. If they have enough time, they automatically find the clues mentioned below; otherwise, if pressed for time, a successful **Spot Hidden** roll finds the right papers. Of course, **Listen** and **Stealth** rolls may also be useful to avoid the night watchman on his rounds. With success, the inquisitive investigators find a note from Prof. Harrold (**Handout: Harvest 10**), and a large, unsealed envelope containing a letter to Mr. Abelard of Federated Oil and Chemical (**Handout: Harvest 11**), along with photographs of an apparent crater.

Keeper note: again, any investigators who were on the field trip know that the survey team never went anywhere near Red Rock Mountain, and they certainly didn't have time to do so in the period between the investigators being ordered back to Arkham and the other students' own return.

Handout: Harvest 10

Dear Ashley,

I wish to thank you for coming through in regards to the funding of the field trip I have planned. I can't imagine why the university would deny me funding for such a potentially beneficial excursion. I have my suspicions that damnable Wilmarth is behind it.

In any regard, I believe it's quite generous of Federated Oil and Chemical to finance this expedition and I sincerely look forward to integrating our students, as I have been a vocal proponent of inter-disciplinary field trips for quite some time. I hope your students are as fruitful in their diggings as mine will undoubtedly be in their quest for local folklore. Please let me know if I can ever be of service to you in the future.

Yrs.,

Roger Harrold

**MISKATONIC UNIVERSITY**
Arkham, Massachusetts

Dear Mr. Abelard,

I regret to inform you that it would appear the Pasquallium is extraterrestrial in origin. My students have returned with another sample of the ore, which they found in a crater they estimate to be thousands of years old. I am enclosing photographs of the site for your perusal.

According to my students, they found the ore at Red Rock Mountain, five miles due south of Brattleboro. I have taken the liberty of holding on to both samples of the ore so that I may continue testing them. If you desire the original sample returned, please contact me.

It has been a pleasure dealing with a philanthropist such as yourself, sir, and if I may be of any further assistance to Federated Oil and Chemical, I would welcome your call.

In thanks and appreciation,

Prof. Ashley Learmonth

THE SEARCH FOR BLAINE

The investigators are, quite probably, already suspicious of Robert Blaine after what happened during the Vermont trip, and they may be actively avoiding him since everyone's return. Even so, Blaine's general absence has become quite noticeable. He cannot be found by investigators if they do go looking for him in his previous haunts, no matter where they search or for how long—it's almost as if he's disappeared.

If the investigators try to inquire about Blaine around campus, it doesn't take long to discover he is drinking heavily again, while also avoiding classes and old friends. The investigators may wish to pay a visit to Blaine's home. It requires a successful **Charm**, **Fast Talk**, or **Persuade** roll to convince some of Blaine's old friends to reveal his address. Alternatively, the investigators could attempt to gain access to the student records (a successful social skill or **Stealth** roll to get past the administration staff) to discover he lives in a converted attic apartment in an off-campus house on West Pickman Street.

Once at the apartment, the landlord, Sam Flanagan, does not allow anyone into Blaine's room without good reason (a successful social skill roll). If asked, he says he hasn't seen Blaine for a few days. As Flanagan is the sole occupant of the house besides Blaine, access can be gained illegally by waiting for the elderly landlord to leave the building. An unlocked kitchen window (found easily if looked for) or a successful **Locksmith** roll on the rear door lock grants entrance to the house (or a Hard **STR** roll also does the trick, but with the attendant noise). Depending on the hour and their approach, investigators breaking in may need to attempt a **Stealth** roll to avoid being seen by a neighbor or passerby and the police being summoned.

INSIDE BLAINE'S APARTMENT

At first glance, Blaine's apartment appears to contain nothing of real value to the investigators. The single room seems to have been relatively well maintained and clean at some point, but now books and class-related notes are scattered everywhere as are many empty whiskey bottles. A successful **Psychology** roll suggests something has recently greatly affected the occupant, resulting in them seeking solace from the bottle.

A thorough search of the room reveals several bookshelves, on which sit a complete set of encyclopedias, along with several books of a geological bent. Standing

beside these well-thumbed books are a couple of volumes on anthropology and American folklore that hardly appear to have been opened, let alone read. Underneath a pile of dirty clothes in the closet are yet more empty whiskey bottles. Next to the bed, on top of a nightstand, is a small stack of books concerning the occult, with titles including: H. P. Blavatsky's *Isis Unveiled* (+6% Occult), Reginald Scot's *The Discoverie Of Witchcraft* (+6% Occult), and Ludovico Maria Sinistrari's *Demoniality* (+3% Occult). A full reading of these books grants some points in the Occult skill as noted in parenthesis but little else of relevance to the case at hand. A search of Blaine's desk finds an interesting letter (**Handout: Harvest 12**), which may lead to further exploration on the investigators' return trip to Cobb's Corners (as described in **Chapter 4**).

With a successful **Spot Hidden** roll, small (down) feathers are noticed on the floor and on Blaine's desk. Flipping over the bed's mattress reveals a slit in which is hidden a handwritten journal that once belonged to Daphne Devine. On opening the journal, a loose sheet of paper falls out, which turns out to be a short letter from Prof. Harrold (**Handout: Harvest 13**).

Contents of Devine's Journal

Keeper note: relay the following summary information to the investigators.

Reading the hidden book reveals Devine submitted her journal to Prof. Harrold with a view to her and her colleagues being sent back to Cobb's Corners, allowing them to collect more data and possibly physical evidence of strange creatures said to be living in the mountains. It begins by outlining the group's successes to date, explaining how the Cobb's Corners locale is rife with local legends. Next, she details her plans for re-interviewing a local man named Jethro Cratchett in the hope of obtaining his grandfather's diaries, as they contain a wealth of folktales he collected when working as a traveling salesman. Finally, the bulk of the journal is composed of the local legends the group was able to gather.

Keeper note: there are no stories in the journal that directly allude to the presence of the mi-go; although, some of the stories very subtly hint at such creatures. The Keeper may use the journal to relate any information from the **Folklore Interviews** section (page 86) previously missed by the investigators. In addition, the Keeper should feel free to describe tall tales of their own devising to supplement those provided.

August 20th

Mrs. E. Cratchett 12 Orchard Road Cobb's Corners Vermont

Mr. Blaine,

I write this letter only to tell you why you haven't received any response to your last three pestering letters. My beloved husband, Jethro, who was a great and honest man if ever there was, is dead. Dr. Perry says it was an accident but I think better of it.

I told Jethro not to get mixed up with you or that Ms. Devine and all of your oh-so-smart college foolishness, but you and that woman got him to go against me and now he's dead. I hope you are happy, sir, and I hope you rot in hell. I know he died because of the stories he was telling you. I don't know how, but I'm sure you had something to do with his untimely demise.

Please, if you have any mercy in your damnable heart, do not write to me again. May God forgive you because I cannot. You have made me a widow before my time.

Emelda Cratchett

Dear Ms. Devine and colleagues,

I write this note to congratulate you and your team on the splendid work you have performed so far. It is most impressive and goes to prove how ideal you are for this task.

I'm also pleased that you all are having an enjoyable jaunt, and wholeheartedly approve of your return trip to Cobb's Corners.

Yrs.,

Roger Harrold

BLAINE'S SUICIDE

At a suitable point, once the investigators have begun to take note of the agent's habits and odd behavior, the Keeper should play out the following scene, which effectively starts the next stage in this scenario. Ideally, the investigators should have sought out Blaine before the following event, allowing them to search his apartment and find the clues therein.

One night, when the investigators are either staking out Blaine's apartment or are on their way back there to wait for him to return—or perhaps just passing through the neighborhood—they are surprised to hear a gunshot. If watching Blaine's apartment window at the time, the investigators see a muzzle flash come from within. Soon after, lights go on in the house below (the landlord Sam Flanagan waking up at the noise from above).

Fast-acting investigators may be able to get to the front door and gain the landlord's attention as he passes by on his way upstairs. Flanagan opens the front door if the investigator's knock. If they have previously been on good terms with the old man, he lets them inside and allows them to accompany him to Blaine's apartment.

On entering the attic room, it appears that Blaine has committed suicide: slumped in front of his desk, the side of his head blown apart, a .38 revolver lying at his feet alongside empty whiskey bottles. Call for a **Sanity** roll (1/1D4 loss).

Flanagan cries out and leaves the room, shouting something about calling for the police, giving the investigators a few moments to survey the scene. Closer observation confirms the initial assumption: Blaine, drunk on liquor, took the gun and shot himself in the head. However, despite a search, no suicide note can be found.

Within minutes, the police arrive, and unless the investigators exit rapidly, they spend the next few hours giving statements to Chief Detective Luther Harden (**Dramatis Personae**, page 123) but are released before morning.

If the investigators are elsewhere at the time of Blaine's death, they soon hear about it in the local press and around campus. The details remain the same: Blaine had been suffering from depression, drinking heavily, and decided to take his own life. The police consider the case closed pending an autopsy (which confirms the suicide).

Of course, the truth is actually quite different. Blaine was murdered by Terrence Laslow/Lawrence Jarvis who used his psychic powers to create an illusion of Daphne Devine. The phantom Devine told Blaine she despised him and wished him dead. Already insane and with his misery exacerbated by alcohol, Blaine was overcome and unable to see Laslow/Jarvis at his side. Jarvis shot Blaine in the head at close range, making it appear to be a suicide. The agent then slipped out, using his **Go Unseen** ability (page 146) to pass by Blaine's landlord.



Blaine's suicide

If any of the investigators are with the landlord immediately following the gunshot, Jarvis may not have enough magic points remaining to go completely unseen. Assume Jarvis has 7 points left (enough to go unseen by one additional person or create a new distracting illusion). One or more investigators might catch a sudden glimpse (**Spot Hidden**) of a dark shape that looks strangely like Terrence Laslow bounding out of the house. By the time the investigators can follow, Laslow/Jarvis will be long gone. If an investigator does somehow manage to catch up with, stumble into, or grab the agent (perhaps with a successful Extreme **DEX** roll), then Jarvis produces a **Spore Gun** (page 32) and fires—if the investigators haven't seen one before, it looks like Laslow is just pointing a strange-looking tube at them. The targeted investigator must attempt a Hard **CON** roll: if failed, they fall unconscious for 2D6 hours; if they succeed, they remain conscious but are stunned for 1D6 rounds—during which time, Laslow/Jarvis makes a swift exit.

MIND GAMES

Now that Robert Blaine is out of the picture, Laslow/Jarvis takes steps to get rid of all of the investigators. He would prefer to just walk up and shoot them in the face, but the secrecy of the mission calls for a more delicate handling of the problem. Luckily for Jarvis, he has considerable mental powers to torture the investigators with.

Jarvis starts things off by choosing the investigator who he deems has the weakest willpower (lowest POW). He is a very good judge of character in this regard (if there's a choice, choose the investigators with the lowest Luck). This poor unfortunate is the target of Jarvis' **Send Nightmare** power (page 146); the target receives one, sometimes two, nightmares a night with the goal of driving them insane.

While Jarvis sends nightmares to one investigator at night, during the day he follows another around the university, looking for an opportune moment to use his **Telekinesis** power (page 146). The perfect time would be when his chosen victim is climbing a ladder, a long flight of stairs, or standing too close to the railing on a balcony—giving a sharp push with his ability at that time could send the investigator tumbling. The Keeper should call for a **DEX** or **Jump** roll at Regular or Hard difficulty, depending on the circumstances; any damage incurred is likely to be from falling or from having something heavy smash into the investigator (see **Other Forms of Damage**, page 124, *Call of Cthulhu: Keeper Rulebook*).

When Jarvis wants to get serious, he uses his most versatile and frightening power: **Alter Reality** (page 146). Simple changes can prove to be quite dangerous. For example, making the road appear to turn left when in fact it turns right while

an investigator is driving, or moving a bridge just a few yards to one side, could be devastating. Having a door disappear at a critical moment is something simple but could also prove deadly. Other, grander illusions could also work wonders. Jarvis might create an illusory elevator to attract an investigator to a deadly drop. Phantasmal fire in the upper floors of a building might force a person onto an imaginary fire escape. Making an automobile vanish for a few seconds when someone crosses the street could prove “interesting.” Then again, Jarvis could always attack his victims with illusionary creatures or have the investigator's friends appear as monsters and let the mayhem begin. The possibilities are truly limitless.

Keeper note: try not to get carried away with Jarvis' attacks. While you do want to pile the pressure on and make the investigators feel that someone is out to get them, killing all of them, seriously injuring them, getting them locked up, or driving all of them completely insane before the night of the double raid on the Orne Library and geology labs means you'll have to start all over again with a fresh crop of player characters. Tailor the degree of mayhem Jarvis causes based on your investigators' capabilities; in a pulp game, for example, you can ramp up the deadliness of the threat but not so much in a classic campaign unless your investigators are really tough, mentally and/or physically. Of course, it may be that the investigators figure out who's the cause of their misery and take decisive action to stop him. Killing Laslow/Jarvis ends the situation, and the following sections should be adjusted to take his absence into account.

D-DAY APPROACHES

After a few weeks of the mi-go agents spending time in the library and geology lab, when the Keeper thinks the time is right, events are put into motion for the agents' big cleanup operation. If the investigators have managed to remain under the agents' radar up to this point—for example, by not directly confronting them in any way and pursuing covert surveillance instead—they may learn of the plan before it takes place. Clues that something big is about to happen can come from the agents' own actions.

- One of the agents drives into town to a local hardware store and buys several gallons of kerosene and a few sticks of dynamite.

Keeper note: this is not a completely uncommon thing back in the 1920s and 1930s, with people like farmers using such things to clear tree stumps or large rocks from their fields. But, why would a student be doing so?

- Another time, Laslow/Jarvis and one of the other agents drive a little way out of town along the Aylesbury Pike to a deserted two-story house hidden within the woods. They then proceed to use a pry bar to break into the house. They spend a few moments there going up to the first floor and just looking around before getting back into their car and driving back to the university (see **The Chase is On!**, page 139, for more information).

Keeper note: this would be a good time for the investigators to get the drop on two of the agents and maybe get some answers. Both agents are armed with an **Electric Gun** (page 30), not to mention Jarvis' powers (see Jarvis' profile, page 146).

- All of the agents gather one evening for a meeting—something they haven't previously done—at Prof. Harrold's house off campus. In the days running up to the meeting, the investigators may overhear the meeting's arrangements being discussed and so could plan to snoop on the proceedings. If so, then stealthy and sneaky investigators hear the following spoken by Professor Harrold: *"So, you have the TNT and the kerosene? What about the braincase and tools for the surgery? Good. Now remember, it will take five hours for the enzyme to take effect. This means both teams will go precisely at 10:30 pm, so be outside the library and Science Annex before then. Gustav, make sure you get him there before then. Lawrence, you secured the meet up point? Fine. Remember, we cannot fail our benefactors in this. The rewards for success are too great, and the penalties for failure too severe."*

Keeper note: the investigators probably wonder who Gustav and "him" are. Indeed, they may be surprised "Lawrence" answers with the voice of Terrence Laslow. Additionally, if the investigators plan on storming the meeting with guns blazing to deal with the issue here and now (a distinct possibility in a pulp game), they should be reminded that Prof. Harrold lives in a respectable neighborhood, so they would be wise to consider potential neighborhood witnesses who will have no qualms whatsoever about calling in the police.

OPTIONAL: ANOTHER TRAP?

The Keeper can use this optional sidetrack if they need to make things crystal clear for the investigators regarding what the agents are planning. If the investigators already have a pretty good idea of what's coming, then this scene isn't strictly necessary, although it does add a bit more action and fear to the proceedings, as well as providing an extra moment or two of action for a pulp game.

The Keeper should choose an investigator for this scene—ideally one not previously targeted by an agent. They should be at home alone and preparing for bed. They receive a telephone call from Block/Clark at 10:45 pm. "Block" says he has important information to tell the investigator, but they must come alone to a secluded spot and promise not to harm him. If the investigator is wary of this meeting and seems like they won't go, Block/Clark adds the following, in hopes of sparking their curiosity, *"Look, I'm not Roderick Block. None of us who came here are who we pretend to be. We were sent here for a reason and if you don't meet with me, then the blood is going to be on your hands!"*

Hopefully this is enough to encourage the investigator to take a chance. Block/Clark says to meet him in a half an hour (11:15 pm) on top of Hangman's Hill in the Old Wooded Graveyard.

On Hangman's Hill

Hangman's Hill is the highest point in the overgrown and bramble infested Old Wooded Graveyard that lies on the western side of Arkham (and the university), on the right-hand side of Boundary Street. The lone hill got its name from an incident in 1704 when a suspected witch named Goody Fowler was hanged there by the citizens of Arkham. Since then, according to local legend, if anyone is brave—or foolish—enough to spend the night alone on the hill on May Eve or Hallowmass (All Saints' Day), then they are visited by Goody Fowler's ghost. Some say they attempted the vigil and observed nothing, while others claim to have seen the specter. Of those who have witnessed Goody's ghost, most admit to fleeing in terror and refuse to talk about what happened, while others claim to have spoken to the shade. There are even stories about people who went to the graveyard to look for the witch's ghost never being seen again.

Investigators born in Arkham are aware of the Goody Fowler legend; otherwise, a successful **Know (EDU)** roll means they've heard the story. The investigator's trip through the Old Wooded Graveyard should be as creepy as possible, with low lying fog, strange shadows, and rustling noises; however, as it is neither 30th April nor 1st November, Goody does not make an appearance.

If the investigator comes alone, they find Block/Clark waiting for them on the hill in the cemetery. He has a pair of binoculars—so if the investigator brought friends along, he probably sees their approach unless they take precautions (**Stealth** roll). If Block/Clark is aware of the investigator's companion(s), he pulls a pistol from his pocket and demands to know who the investigator has brought with them and why. A successful **Fast Talk** or **Persuade** roll, coupled with the right answers, should defuse the situation and get

Block/Clark to put the gun away. If the situation spirals downward due to an investigator's poor responses, Brock/Clark is liable to walk away, although the investigator(s) should be allowed one more try to get on his good side and hear what he has to say.

Assuming everything calms down, "Block" properly introduces himself as Keith Clark and then goes on to relate his encounter with the mi-go and how they betrayed him by murdering his family (refer to **Glitches in the Plan**, page 115). Clark wants revenge against the alien horrors who destroyed his life and his family. He also spills the beans about the other mi-go agents and their mission at the university. Exactly how much he says about the mission is up to the Keeper, but at a bare minimum, he explains that the mi-go agents are planning on raiding Prof. Learmonth's laboratory and office in the Science Annex as well as putting sections of the Orne Library to the torch tomorrow night.

Enter Jarvis

After mentioning the upcoming raid, both Block/Clark and the investigator are surprised when Terrence Laslow/Lawrence Jarvis materializes right next to them, provoking a **Sanity** roll (0/1 loss). Laslow/Jarvis points a small, strange looking device (an **Electric Gun**, page 30) at the pair and orders them not to move. A successful **Spot Hidden** roll at this moment means the investigator notices two more people moving through the graveyard toward Hangman's Hill. The newcomers appear to be Harry Higgins and Jason Trent; each is carrying something that looks like a large mass of tubes and pipes (**Mist Projector**, page 31).

At this point, Laslow/Jarvis begins to describe the horrible fate that awaits his captives, especially for the traitor Clark. As Laslow/Jarvis relishes the moment, Block/Clark deftly pulls a pistol from his pocket and fires four times at Laslow/Jarvis. In the commotion, Laslow/Jarvis dives for the ground, the bullets miss their target, and Block/Clark yells for the investigator to run.

As the investigator flees with Block/Clark down Hangman's Hill—presumably in a direction away from the approaching Higgins/Ludendorff and Trent/Tunes—Laslow/Jarvis fires his electric gun at them twice. The first shot misses, but the second strikes Block/Clark in his left leg, crippling it. Block/Clark can no longer run, and with three mi-go agents heading down the hill toward them, he demands the investigator avenge his family's death. Before they have a chance to stop him, he places his pistol to the center of his forehead (to make sure his brain dies) and pulls the trigger. Witnessing Block/Clark's suicide calls for a **Sanity** roll (0/1D3 loss).

The investigator can try to make a run for it to escape the cemetery, or they may decide to go deeper into the graveyard and try to hide (**Stealth** roll). If running, the Keeper has the option of having a chase sequence through the graveyard (**Chapter 7, Call of Cthulhu: Keeper Rulebook**; see the box nearby for the agents' statistics). The Old Wooded Graveyard provides plenty of hazards and barriers in the form of gravestones, mausoleums, brambles, iron railings, and so on. Alternatively, if the Keeper wishes to speed things on, just use straightforward opposed **DEX** rolls to determine the outcome of the pursuit.

If the investigator has a weapon and wants to fight it out, should one of the agents be shot or wounded, the others turn to flee; however, the Keeper should remember Jarvis' mental powers and make good use of them should the investigator want to play the hero. If the investigator is captured, they are taken to the agents' safe house (refer to **The Safe House**, page 140, for further details).

CHASE SEQUENCE: AGENT REFERENCE

Laslow/Jarvis

- **CON** 70
- **DEX** 65
- **MOV** 8
- **Skills:** Climb 60%, Jump 45%, Listen 65%, Spot Hidden 65%, Track 50%.

Higgins/Ludendorff

- **CON** 50
- **DEX** 70
- **MOV** 8
- **Skills:** Climb 70%, Jump 40%, Listen 40%, Spot Hidden 65%.

Trent/Tunes

- **CON** 50
- **DEX** 55
- **MOV** 7
- **Skills:** Climb 25%, Jump 35%, Listen 50%, Spot Hidden 30%.

PREPARING FOR THE WORST

If the investigators know when the agents' raid is going to happen, they may want to warn the authorities and get help. With their reputations already tarnished by their exploits in Vermont (in addition to any calamities caused since their return), the investigators will have a difficult time explaining that brain-swapped alien agents are about to attack the university. Depending on how events have played out so far, the investigators may have garnered a reputation around campus as drunks, pranksters, weirdos, criminals, peeping toms, crazies, and—potentially—even murderers, depending on how they've dealt with any attempts on their own lives. If their actions have been particularly over the top, they may be known to the Arkham Police Department for something other than just being present when Blaine committed suicide.

Such unsavory distinctions serve to isolate the investigators from almost anyone who might be of help to them. Students do not want to be seen with the investigators, either from personal distaste or fear that their own social standing will suffer. Professors and administrators at the university don't waste their time listening to a bunch of nonsense from a group that has brought nothing but shame and disappointment to MU. As for the Arkham police, they may have already cautioned or arrested one or more of the investigators, and if so, it's unlikely that they put much stock in anything the ne'er-do-wells say.

Perhaps the only potential ally the investigators may have is Prof. Wilmarth. By this time, Wilmarth may know something is not right with the students who went on Prof. Harrold's Vermont trip, particularly if Noakes/Akeley has attempted to make contact with him. Unfortunately, even though they're not mind-swapped, Wilmarth may have his suspicions about the investigators as well, depending on their actions to date. If the professor can be convinced that something awful is going to happen at the Orne Library and Science Annex, then he has the clout to convince others and to get something done.

Keeper note: to really ramp up the tension, try to avoid bringing in Wilmarth's assistance until the last possible moment—right up until the day of the actual raid, if possible. If the investigators do get Wilmarth on their side sooner than that, have the mi-go agents move their plans up in an attempt to circumvent any precautions the investigators and Wilmarth might set in place. Remember, the actual date when the attacks occur is elastic and should be dictated by the investigators' actions.

Some investigators may wish to obtain firearms. At this time in America's history, getting a gun was relatively easy—there

was no 90-day waiting limit. Should the investigators want to “pack some heat,” they could purchase shotguns (pump or double barrel) or bolt-action hunting rifles from gunsmith Edward Parrington's store on West Main Street in the Merchant District (see the map of Arkham in the **Campaign Background**, page 55). Given the woods surrounding Arkham, hunting is a common activity; this facilitates a fine selection of hunting long arms and ammunition.

Handguns, however, are fewer and farther between. Parrington, as head of the local gun club, could point the investigators in the direction of a possible seller but may require convincing (a successful social skill roll). One or two .38 revolvers shouldn't be too hard to find, though. Lastly, if the investigators have deep pockets and prefer less questions asked, they could try to reach out to either the Italian or Irish mobsters in Arkham to purchase all manner of firearms—including hard to get or downright illegal weapons, such as Tommy guns or even a Browning Automatic Rifle. Pursuing criminal leads and connections could be a sidetrack scenario in itself and fraught with perils. Refer to the guidance on illegal weapon costs on page 398 of the *Call of Cthulhu: Keeper Rulebook*.

Keeper note: if Danny O'Bannion has become involved (**Harry Higgins' Dramatis Personae**, page 71), then he may provide the investigators with whatever weapons they need, although they will need to exercise some caution when explaining why they want them—any mention of alien mind-swapping makes him far less willing to deal unless they have tangible evidence that his cousin is no more. If they convince O'Bannion that Higgins is dead (as long as it wasn't them that “killed” him; **Another Trap?**, page 134), he'll give them the firearms for nothing so they can exact his revenge for him. Otherwise, he'll sell them the guns—the price depending on why they claim they're needed.

If the investigators saw the agents hurling lightning bolts or clouds of killing mist (most likely during the events of **Another Trap?**, page 134), they may think they need all the edge they can get, perhaps taking a lead from the agents and buying some dynamite. The staff at B. F. Jones Hardware on East Main Street needs to be convinced with a reputable reason why the investigator students require the dynamite (a successful social skill roll). Remember, TNT is temperamental and carries a degree of risk if being overly cavalier in its handling.

Lastly, no matter what guns are acquired, no student or faculty member is allowed to have a firearm on campus. Any weapons have to be sneaked in and kept hidden until needed. If caught, expulsion from the university and a difficult conversation with the police are the unavoidable consequences.

WHEELS IN MOTION

On the evening the raid is planned to take place, the agents take steps to ensure any commotion they make during their assault is covered by an even more distracting occurrence.

A GOOD DIVERSION

To this end, one agent sneaks into MU's East Dormitory (where the majority of lowerclassmen live) and places a special mind-altering chemical into today's cafeteria dinner (**Amnesia Enzyme**, page 28). Once done, the agent then cuts across to the West Dormitory (home of the upperclassmen) and repeats the exercise. Meanwhile, Thurber/Smith enters Dorothy Upman Hall and contaminates the food in the women's cafeteria. The clear liquid contaminant is an organic fermentation (discovered by the mi-go while developing the spore gun) that causes any human who ingests it to suffer amnesia for a short period of time. In summary: the drug has a delay of five hours before it becomes active, but, once it starts, it is so effective that the victim even forgets how to speak or read. The amnesia remains in effect for two hours and then suddenly ends.

Unless the agents are stopped, dinner is dosed with the enzyme at 5 pm and is consumed by around 320 students and faculty members over a two-hour time span. Amnesia begins to affect people between 10 pm and 12 midnight, with the last of the afflicted not regaining their memories until the early hours of the following morning. The agents hope the resulting chaos and confusion will cover their actions.

With no memories or knowledge of their "civilized life" to fall back on, those affected by the enzyme revert back to a primitive state. Think about the blind terror of knowing absolutely nothing added to not being able to communicate with anyone: you have a recipe for panic, fear, anger, and chaos. Imagine someone seeing flames in an open fireplace and not knowing what they are, or if the amnesia hits someone while performing an important task like driving a car—the possibilities are limitless. The chaos is not confined to the university alone, with those living off-campus, like professors and upperclassmen, giving the police plenty to do tonight.

Of course, the drug could affect the investigators, too, if they choose to dine in the cafeteria this evening—hopefully, they'll be far too busy spying on the agents to remember to sit down for dinner! Cruel Keepers could call for a **Luck** roll to determine if the investigators avoid sharing the same fate as their fellow students and lecturers. Success indicates they ate off campus this evening, or ate at the popular vegetarian dining hall in the Medical School, or forgot to eat at all, as they were so busy engaging in other investigative tasks;

failure indicates that they grabbed something from the cafeteria within the poisoning window.

Keeper note: while it would be highly unfortunate if all of the investigators suffered amnesia, you may wish to have at least one of them affected by the enzyme, providing their player with a chance for a potentially highly memorable role-playing experience—if you think it's something that player (and the rest of the group) would enjoy.

If all of the investigators eat the contaminated food, then the following events occur unhindered, with the characters coming to their senses around 11–12 pm (timing at the Keeper's discretion) as chaos reigns around them. The Keeper may have fun describing the circumstances the individual investigators find themselves in, which may be highly embarrassing; or, they may prefer to leave the investigators with an opportunity to deal with the agents before they make their getaway. For example, as smoke pours from the Orne Library, if the investigators are quick, they could catch up to the agents exiting the burning building and/or Prof. Learmonth's lab.

The Keeper is free to choose any or all of the following to make this evening at Miskatonic University an unforgettable one:



A good diversion

- Many small fights across the campus, possibly culminating in a large near-riot in the area between the East and West dorms.
- A fire breaks out on the second floor of the women's dormitories in Dorothy Upman Hall and quickly spreads.
- A young freshman is hit by a truck when he wanders out into West College Street.
- A science professor, who was preparing tomorrow's dissection class, attacks anyone he meets with a scalpel.
- Someone falls or jumps from a window or rooftop and lands on another amnesia victim below, hurting or possibly killing both.

If the investigators are still in full control of their faculties, the question now becomes: how much do they do to help their fellow students? Or, do they press on with their objectives in spite of the mayhem and injury happening all around them?

THE RAID

The agents make their move at exactly 10:30 pm, not long after the first wave of victims succumb to the enzyme's effects. They divide into two groups: one for the library and one for the geology lab. Barring the death or incapacitation of any of the agents prior to this moment, the library team comprises Harrold/Devine, Noakes/Akeley, Trent/Tunes, and Thurber/Smith. The group heading for the labs is led by Laslow/Jarvis, and includes Gibbons/Osborne and Higgins/Ludendorff.

Keeper note: if you decided not to make use of the **Another Trap?** optional encounter (page 134), then Block/Clark is assigned to the lab team as muscle. He may even ally himself with the investigators in saving Prof. Learmonth, if the opportunity arises, as part of his plan to pay back the mi-go for what they did to his family. Adjust the **Geology Lab** encounter (page 138) as required.

The Library

The library raiding party is well armed, swift, and brutal in their assault. Each member of this group has a large duffle bag, a flask of kerosene, matches, either an electric gun or mist projector (see individual profiles in the **Characters and Monsters** section at the end of this chapter), and a list of books. The lists include the books' locations in the library and which of two categories they fall in to: steal or burn (by far the larger number).

The plan for Harrold/Devine's group is a simple one. First, they use dynamite to blow open the library's front doors, relying on the terror induced in the amnesia victims by the explosion to keep them from interfering. Once inside, the

agents quickly deal with the two security guards and their dogs with their formidable weaponry. After all resistance is dealt with, the agents individually dash around the library searching for the titles on their lists, stuffing books into their duffle bags or dousing them with kerosene and setting fire to them on the spot. Additionally, the card catalogue is also set ablaze to make it more difficult to figure out what books are missing or destroyed.

While this takes place on the first and second floors, Harrold/Devine heads upstairs to the third floor for the rare titles held in the Restricted Collection, using dynamite to blow open the vault door. Devine's mission is to steal the rarest tomes and set the rest on fire.

Keeper note: refer to the **Orne Library** floor plans and description in the **Campaign Background** (page 60).

Possible Investigator Strategies

If the investigators are in or near to the Orne Library when the raid takes place, they have the choice of either fleeing or helping the security guards fight off the agents. Fighting the agents as a single group is very dangerous, as they have vastly superior firepower (less of an issue in a pulp game); the investigators' best bet would be to wait until the agents have separated in the dark library before moving in to tackle them. This way, the investigators may be able to sneak up and disable one or more of the agents before the others catch on. If the investigators don't hinder the agent's library raid in any way, then the agents get away with destroying and stealing a large number of rare books. There's also a very real chance that the entire library burns down.

The Geology Lab

The group assigned to steal the pasquallium samples and abduct Prof. Learmonth's brain is far stealthier in carrying out their task. Any investigators watching the lab earlier in the evening notice that Higgins/Ludendorff and Prof. Learmonth arrive at around 6 pm. Once again, they begin studying the second sample of ore the agents brought back from Vermont. Higgins/Ludendorff asked the professor to come to the lab to confirm an amazing discovery he claims to have made regarding the pasquallium (an outright lie to draw the professor to the laboratory). Learmonth is happy to oblige but is puzzled when Higgins/Ludendorff is unable to reproduce his startling results. By 10:30 pm, just about the time Learmonth is getting ready to give up and go home, the two other agents arrive. Laslow/Jarvis shoots the professor with his spore gun, knocking the man out. Laslow/Jarvis and Gibbons/Osborne then lay Learmonth's body out on one of the lab's long benches and begin the delicate operation of removing his brain and placing it inside a mi-go brain cylinder.

While the brain surgery is going on, Higgins/Ludendorff searches through the lab, removing all the ore samples as well as the various notes about them and ensuring that any other traces of the pasquallium's existence are destroyed. After the lab has been cleaned in this manner, Higgins/Ludendorff takes the professor's keys and heads off to search his office. From there, it's on to the professor's home on the southside of East College Street and Walnut Street in French Hill, which is only three blocks from the campus. The geologist's wife, Mona, is at home, so she is likely shot with Higgins/Ludendorff's electric gun, suffering a fatal heart attack. By the time Higgins/Ludendorff is finished and has returned to the Science Annex, Laslow/Jarvis and Gibbons/Osborne have finished the brain operation, and the three agents disappear into the night.

Possible Investigator Strategies

The laboratory group may be easier to handle than the library raiding party, depending on the investigators' skill set. There are only three agents, and, after the first 20 minutes, Higgins/Ludendorff leaves the lab and heads off alone, making him an easy target—but if the investigators wait for this to happen, then poor Learmonth is probably doomed, as the brain operation has gone too far to be reversed.

The only significant danger in this group is Laslow/Jarvis. If he hasn't already been dealt with, then hopefully the investigators have learned enough of Jarvis' mental talents to be able to take care of him.

CONCLUSION

By the end of this scenario, the investigators have (hopefully) uncovered the agents' plans and stopped them. A complete victory would have all of the agents either caught or killed, the books safe in the library, and Prof. Learmonth's brain still inside his body. However, the likelihood of such a total triumph is slim, so success is likely to be measured by degrees.

Stopping the Orne Library from burning down is probably the easiest task to accomplish. Saving Prof. Learmonth from having his brain removed, while having fewer adversaries to deal with, requires quick thinking and action on the investigators' part. Dealing with—and quite possibly killing—a few of the agents should not be too hard to achieve—but stopping all of them could prove quite a challenge. Unless the investigators were aware of the enzyme plot and somehow managed to foil it—for example, by destroying the contaminated food in some way before it was consumed—then there is little they can do about the sudden epidemic of amnesia; it will just have to run its course.

If any of the agents raiding the library escape, they return to their mi-go masters with the books they were able to obtain. If the three agents responsible for clearing the geology lab make it out, they have the pasquallium, all the research notes, and quite possibly Prof. Learmonth's brain.

Any of the agents who escape that night have a chance of being used against the investigators at a later date. If Jarvis survives, the investigators will most definitely be seeing him again in one body or another. Note that unless Laslow/Jarvis has his brain destroyed, the mi-go will reacquire him somehow, as he represents too large an investment on their part to let go that easily.

As an option, for Keepers looking to provide their players with a greater sense of closure for this scenario, see the following section, **The Chase is On!** If not, the **Epilogue** (page 142) describes the raid's aftermath and how it might affect the investigators.

OPTIONAL: THE CHASE IS ON!

This optional climax assumes the investigators have the opportunity to pursue any mi-go agents escaping the university. To help escape the carnage they have wrought, the two teams of agents have cars parked directly outside the university on West Church Street. The surviving members of the library team—Harrold/Devine, Noakes/Akeley, Trent/Tunes, and Thurber/Smith—use Prof. Harrold's 1925 Model 10-C Franklin sedan to make their escape, dumping their duffle bags of stolen books in the trunk if given time.

The surviving members of the laboratory team—Laslow/Jarvis, Gibbons/Osborne, and Higgins/Ludendorff—have Roderick Block's car at their disposal, a 1926 Buick Model 50. If they were successful, they have Learmonth's brain in its cylinder, the pasquallium ore, and Learmonth's notes in duffel bags. Alternatively, they may have the “whole” professor if things didn't go according to plan at the lab, having dragged the unconscious man into the car before dumping him onto the back seat.

If the investigators give chase, the university grounds are in utter chaos due to the agents' use of the amnesia enzyme. As well as the suggestions already discussed in **A Good Diversion** (page 137), another could be encountering the crazed Dean of Students, Marinus Bricknell, completely naked, wandering the grounds, yelling random gibberish at those he bumps into. The investigators may decide to take this opportunity to hastily gather some blackmail material on the dean against any future accusations of misconduct, although it's not as if either he nor anyone he harangues won't remember the incident come morning. Taking too long to indulge in such activities means the agents get away scot free.

The investigators need a vehicle of their own to pursue the agents off campus. If they don't have one at hand, perhaps they manage to flag down a random car driving by (a successful group **Luck** roll)—whether the investigators subsequently use persuasion or force to acquire a ride is up to them. They may also be able to steal an abandoned vehicle, although getting caught could have serious ramifications for their future.

The chase rules from **Chapter 7** of the *Call of Cthulhu: Keeper Rulebook* could be utilized for this car chase. Use an “economy” car type for Prof. Harrold's car and a “standard” for Block's faster vehicle (**Table V: Vehicle Reference Charts**, page 145, *Call of Cthulhu: Keeper Rulebook*). If Laslow/Jarvis is present (but not driving), he could create all kinds of manifestations to hinder the investigators, such as monsters, brick walls, a woman pushing a baby stroller across the street—if his magic points hold out. Remember, it's late at night, and the roads are pretty much deserted and quiet beyond MU's campus. Refer to the nearby box for the agents' chase statistics.

For a flat-out race between the vehicles, the Keeper could instead rely on a simple opposed **Drive Auto** roll between the driver investigator and the agents' driver to determine if the investigators manage to follow the agents to their safe house.

However the chase is performed, the agents' cars eventually make their way to the Aylesbury Pike and head into the woods to an old, mostly abandoned, two-story shack (the same one as mentioned in **D-Day Approaches**, page 133).

The Safe House

The agents' cars pull up between a stunted, dead oak tree and the rusted frame of a lopsided swing that both stand in front of a decaying house. The gambrel-roofed building has sagging wooden walls, five windows on the first floor, and three on the second. There are also two new-looking, untreated wooden doors at the front and rear of the property. All the windows appear freshly boarded.

Once the agents have abandoned their cars, they transport their charges inside before bolting and barring the front door closed. The investigators may expect a shootout here (especially in a pulp game), and this would be a good place for one—as no one is around to call the authorities.

If Laslow/Jarvis is present, he may use his powers to hinder the investigators from getting inside. If the investigators arrive hot on the agents' trail and the Keeper wishes to give the agents more time to make their unusual getaway (following), there could also be one or two armed mi-go here, helping to repel the investigators.

Keeper note: having additional mi-go backup is a particularly good option for a pulp game. Use the profiles in the **Creatures and Monsters** section of **Chapter 1**, page 109, as required.

Investigators wanting to break into the house won't find it easy to do. The front door is barred from the inside (as is the rear door), requiring a successful Extreme **STR** roll, although

CAR CHASE SEQUENCE: REFERENCE

Prof. Harrold's Car

Model 10-C Franklin Sedan

- Seating 4
- Build 4
- MOV 13
- Armor (passengers) 1

Driven by: Harrold/Devine

- Drive Auto 50%
- DEX 65

Passengers: Noakes/Akeley, Trent/Tunes, Thurber/Smith.

Roderick Block's Car

Buick Model 50.

- Seating 4
- Build 5
- MOV 14
- Armor (passengers) 2

Driven by: Gibbons/Osborne

- Drive Auto 50%
- DEX 65

Passengers: Laslow/Jarvis, Higgins/Ludendorff (+ possibly Block/Clark and Prof. Learmonth).

two investigators charging the door together reduces the roll to Hard (the one with the highest STR making the roll). The boards on all the first-floor windows require a successful Hard STR roll to smash or pull down (using a pry bar or tire iron grants a bonus die on the roll).

If the investigators enter through the front door or windows, they find themselves in a large plaster-walled room with creaking floorboards underfoot (F). Apart from moldering furniture piled in the southwest corner, the room is empty. A stone fireplace (E) centers the north wall; the door to the kitchen is to its right. Beside this stands a staircase leading to the second floor. If entering from the rear, the investigators find a kitchen (D) that has seen far better days and which reeks of rotten food. The wooden worktops sag and are littered with rusted tin cans. With no signs of life downstairs, the investigators probably want to check upstairs.

Keeper note: the only light available inside the house comes from the broken door or window the investigators entered through unless they thought to bring flashlights with them (a **Luck** roll if the players haven't already specified that's what their investigators were doing).

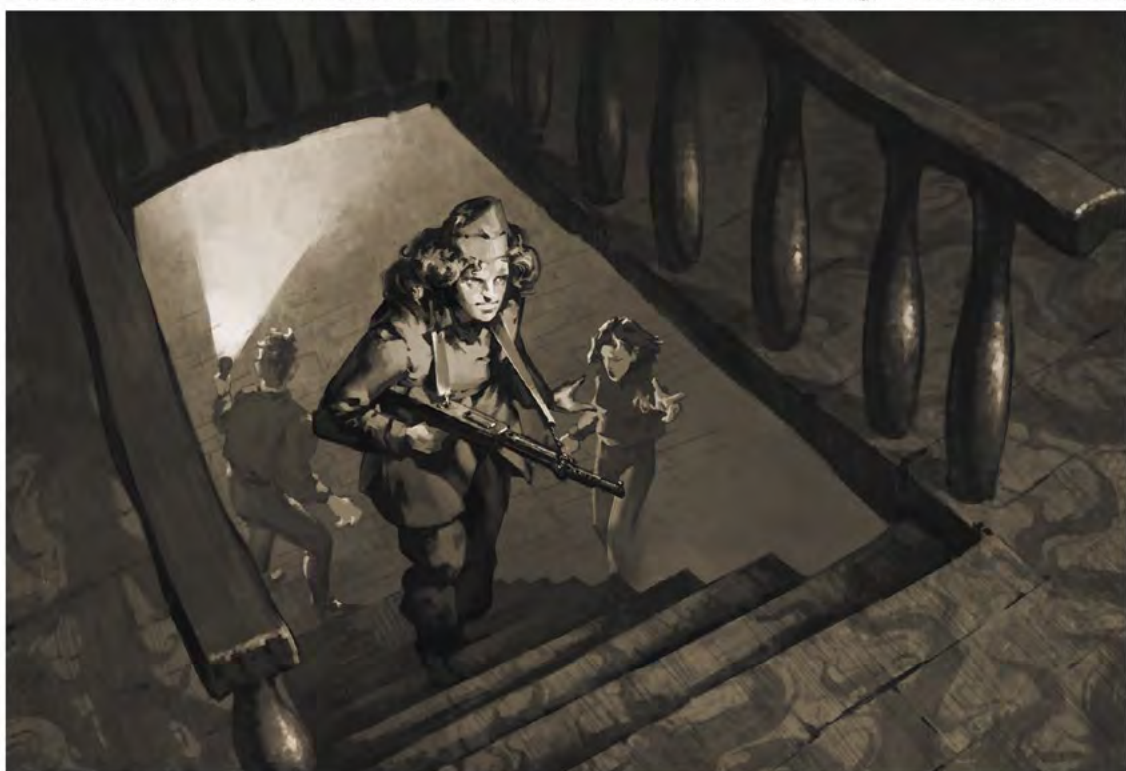
Whichever way the investigators enter, the house is filled with an eerie silence—as if no one had been inside for years.

The silence remains for a few seconds after they enter the large room, until suddenly, a loud clattering from above shakes the dust from the rafters over their heads. It sounds as if horses are stamping their hooves on the floor above.

Climbing the stairs, the investigators find themselves in a corridor with plaster walls covered in mold (A). There are two doors to the left and a boarded-up window to their right. The moment the first investigator reaches the top step, the stamping ends. The eerie silence returns for a couple of seconds until a loud crash issues from the second door on their left (leading to B). If the investigators attempt to open that door, it only moves a few inches, as if something were blocking it from the other side (a successful STR roll shoves the blockage out of the way).

If the door is forced open, the investigators may wish they had let things be. A large, blood-spotted, white sheet is laid out on the floor, illuminated by starlight—there is no roof in this part of the house. The agents' bodies lie upon the sheet, neatly lined up, apart from the corpse that was blocking the door. The tops of their heads are missing, sliced neatly above the scalp—call for a **Sanity** roll (1/1D6 loss).

The moment the investigators enter the room they hear a bee-like buzzing accompanied by the flapping of wings. Looking up between the broken rafters, they witness six (more, if the Keeper wishes) unearthly, crustaceous forms silhouetted against the star-filled sky. The creatures fly off



The safe house

on thick, membranous wings. This sight provokes a further **Sanity** roll (0/1D6 loss).

Keeper note: as soon as the agents reached the room on the second floor, the mi-go, with surgical precision, removed their brains and placed them in brain cylinders. Along with the books, ore, and research notes, the aliens then took off into the sky, heading toward their base.

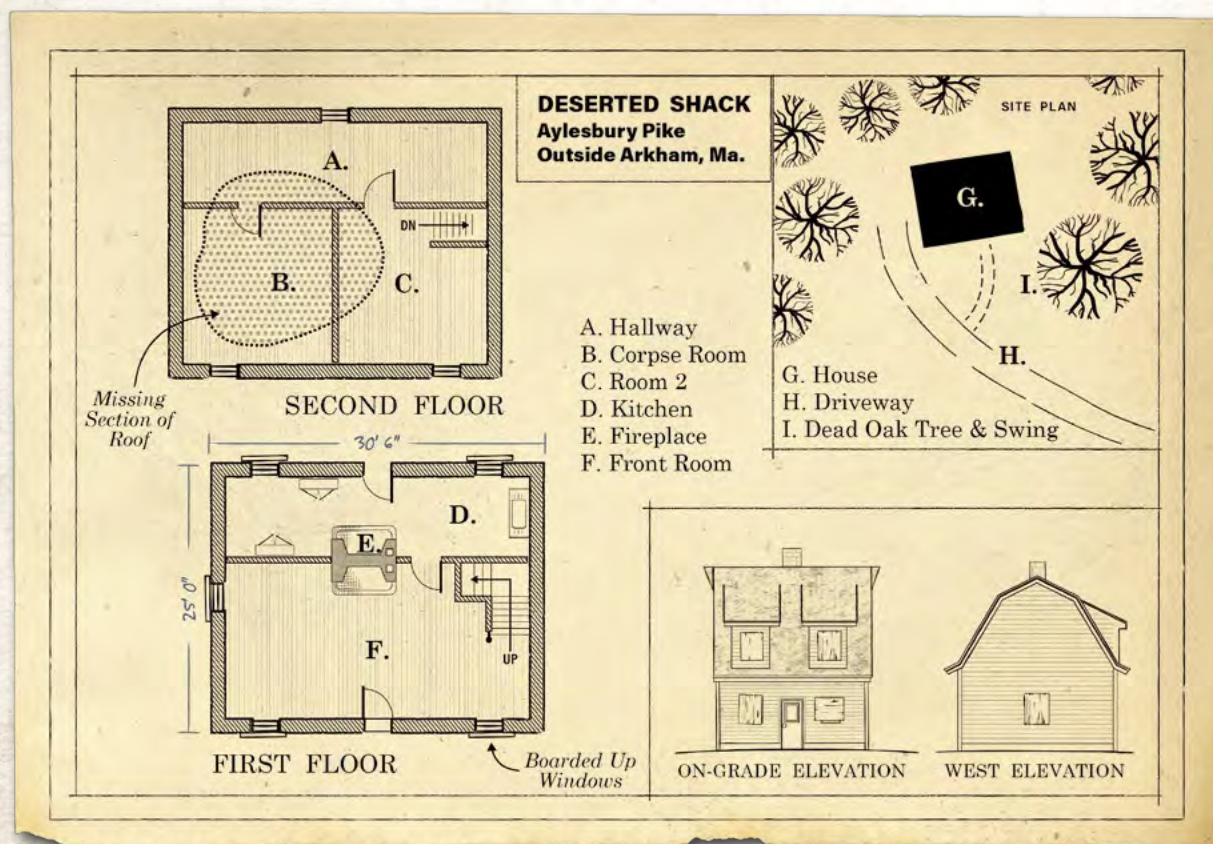
With the agents and mi-go gone, the investigators may want to search the house. Firstly, a close investigation of the corpses reveals their brains are missing. Secondly, in their hurry, the mi-go left behind a spare brain cylinder and some other items of interest. A **sonic emitter** (page 31) can be found near one of the corpses as well as something resembling an oversized metallic ice-cream scoop; the scoop's end is serrated with sharp, tiny spines (used to extract the brains). Apart from the sinister alien technology and brainless corpses, this room is otherwise empty. Should the investigators wish to check the other bedroom (C), they find a woodworm infested dresser and three moldering mattresses stacked atop one another.

Keeper note: in the optional **Another Trap?** encounter (page 134), there was the possibility that mi-go agents could capture one or more of the investigators; if so, they are held in this house until they can either effect an escape, are rescued by the other investigators, or are taken away by the mi-go (at the Keeper's discretion).

If they didn't know it already, the investigators should now realize they're dealing with forces far beyond their understanding, and that the lives (or bodies, at least) of their enemy's agents mean nothing to their alien masters. All that is left for the investigators to do is to return to Miskatonic University, try to help with the aftermath of the agents' raid, and face the music for whatever mischief they are being blamed for.

EPILOGUE

Presuming the investigators were unable to completely stop the mi-go agents' plans, there are repercussions from the attack on the Orne Library and Science Annex. MU cannot hope to sweep such events under the carpet. Local, state, and even national newspapers run the shocking story—the reports escalating depending on just how far the agents



were allowed to pursue their plans. Anything sensational or bizarre—such as a professor's body being found with the brain missing—will certainly be highlighted. Such press may cause any surviving investigators unwanted and unfavorable attention—presuming they were spotted in the library and/or laboratory that night. Even if they weren't spotted, it seems as if everyone on campus knows, or at least suspects, that the investigators were somehow in the middle of the whole sorry mess.

In the days following the agents' attack, the investigators may be at an all-time low. Some of their number may be wounded; one or two could even be dead, while others could be insane. The Arkham police may want to talk to them, especially if they failed to cover their tracks sufficiently if any of the agents were killed. On top of all that, the threat of expulsion still looms large, depending on whether or not they were seen around the library or science annex and depending on what the amnesiac victims remember of their actions.

Even if the investigators stopped the fire from claiming the Orne Library, it doesn't entirely help to repair their less than spotless reputations—many people still gossip that the investigators probably started the fire somehow in the first place. The investigators are likely to be shunned, whispered about, and perceived as untrustworthy—even their friends will, most likely, be avoiding them. Such is the fate of heroes sometimes.

A NEW-FOUND FRIEND?

While the investigators may not be viewed as heroes in the immediate aftermath of the events of this chapter, one person may come to regard their actions as significant and heroic in due time. As the dust settles, Dr. Henry Armitage ponders the recent events and may, at the Keeper's option, come to better understand the role the investigators played in helping to save (or limit the destruction) of the Orne Library. If so, Dr. Armitage could become a benefactor toward the investigators, perhaps initiating a letter-writing correspondence in which he first asks for further details about the recent events at MU and, assuming the investigators reply honestly, later writes with words of advice.

Such advice could be a useful tool for the Keeper to help steer wayward investigators back on track, or could be used to supply certain useful pieces of information or even spells (see **The Restricted Collection** in the **Campaign Background**, page 63).



Mi-go over Arkham

The investigators may feel they haven't a friend in the world, but such is not the case. They will soon make the acquaintance of a powerful man who could be a great ally, if he doesn't first destroy them in his all-consuming quest for vengeance...

REWARDS

For the moment, do not permit any surviving investigators a development phase—this will instead be taken care of as part of the next scenario (**Recuperation**, page 160). However, the Keeper should have the investigators apply the following Sanity gains or losses:

- Stopping the mi-go agents from attacking the Orne Library, or at least saving it from total destruction: +1D6 Sanity points.
- Allowing the Orne Library to burn to the ground: -1D6 Sanity points.
- Saving Professor Learmonth from having his brain harvested: +1D6 Sanity points.
- Allowing Professor Learmonth's brain to be removed: -1D6 Sanity points loss.

- Stopping to help and/or save students afflicted with amnesia: +1D6 Sanity points (maximum).
- For each agent prevented from escaping, either by killing or capturing them: +1D4 Sanity points.
- For killing a mi-go: +1D6 Sanity points (maximum).

CHARACTERS AND MONSTERS

Non-player characters are grouped together in alphabetical order (surname) by their affiliation: mi-go agents, Miskatonic University, or Arkham Police Department. Some NPCs have Luck scores and pulp talents for use in a *Pulp Cthulhu* game—if you're running a classic campaign, ignore these additions.

MI-GO AGENTS

Values are provided for the host body. Any mental attributes or skills derived solely from the agent's brain are marked with an asterisk (*).



On campus

Henry Akeley (as William Noakes), apparent age 20, revived scholar

STR 75 CON 70 SIZ 85 DEX 60 INT 85*
APP 60 POW 40* EDU 95* SAN —* HP 15
DB: +1D4 Build: 1 Move: 7 MP: 8 Luck: 50

Combat

Brawl 40% (20/8), damage 1D3+1D4
Electric gun 30% (15/6), damage 1D10
(**Electric Gun**, page 30)
Dodge 30% (15/6)

Pulp Combat

Brawl 45% (22/9), damage 1D3+1D4
Electric gun 35% (17/7), damage 1D10
(**Electric Gun**, page 30)
Dodge 30% (15/6)

Pulp Talents

- **Sharp Witted:** gains a bonus die when making INT (but not Idea) rolls.

Skills

Accounting 30%, Anthropology 40%, Climb 35%, Credit Rating 20%, Cthulhu Mythos 32%, Fast Talk 40%, History 80%, Language (English) 95%, Language (French) 50%, Language (Latin) 45%, Library Use 70%, Listen 65%, Natural World 70%, Occult 60%, Persuade 55%, Psychology 45%, Science (Astronomy) 65%, Science (Biology) 40%, Science (Physics) 30%, Spot Hidden 35%, Stealth 50%, Throw 35%.

Keith Clark (as Roderick Block), apparent age 21, vengeful mi-go pawn

STR 85 CON 70 SIZ 85 DEX 55 INT 80*
APP 55 POW 70* EDU 90* SAN —* HP 15
DB: +1D6 Build: 2 Move: 8 MP: 14 Luck: 75

Combat

Brawl 40% (20/8), damage 1D3+1D6
.38 revolver 30% (15/6), damage 1D10
Dodge 35% (17/7)

Pulp Combat

Brawl 50% (25/10), damage 1D3+1D6
.38 revolver 40% (20/8), damage 1D10
Dodge 40% (20/8)

Pulp Talents

- **Tough Guy:** may spend 10 Luck points to shrug off up to 5 points worth of damage taken in one combat round.

Skills

Archaeology 30%, Climb 40%, Credit Rating 35%, Cthulhu Mythos 11%, Drive Auto 25%, Fast Talk 40%, First Aid 50%, History 40%, Intimidate 45%, Language (English) 90%, Library Use 65%, Listen 45%, Natural History 50%, Persuade 45%, Science (Chemistry) 30%, Science (Geology) 80%, Spot Hidden 30%, Stealth 40%, Swim 50%, Throw 40%.

Daphne Devine (as Prof. Roger Harrold), apparent age 44, agents' leader

STR 65 CON 60 SIZ 60 DEX 55 INT 70*
APP 60 POW 65* EDU 80* SAN —* HP 12
DB: +1D4 Build: 1 Move: 8 MP: 13 Luck: 40

Combat

Brawl 35% (17/7), damage 1D3+1D4
Electric gun 40% (20/8), damage 1D10
(**Electric Gun**, page 30)
Dodge 30% (15/6)

Pulp Combat

Brawl 45% (22/9), damage 1D3+1D4
Electric gun 40% (20/8), damage 1D10
(**Electric Gun**, page 30)
Dodge 35% (17/7)

Pulp Talents

- **Alert:** never surprised in combat.
- **Strong Willed:** gains a bonus die when making POW rolls.

Skills

Anthropology 65%, Archaeology 35%, Art/Craft (Photography) 45%, Credit Rating 55%, Cthulhu Mythos 15%, Drive Auto 30%, Fast Talk 50%, History 70%, Language (English) 80%, Language (Latin) 30%, Library Use 75%, Listen 50%, Persuade 65%, Stealth 65%, Throw 25%.

Spells: Contact Mi-Go.

Lawrence Jarvis (as Terrence Laslow),
apparent age 22, mental muscle

STR 55 **CON** 70 **SIZ** 65 **DEX** 65 **INT** 85*
APP 60 **POW** 110* **EDU** 96* **SAN** —* **HP** 13
DB: 0 **Build:** 0 **Move:** 8 **MP:** 22 **Luck:** 50

Combat

Brawl 70% (34/14), damage 1D3,
or knife 1D4+2
Electric gun 50% (25/10), damage 1D10
(**Electric Gun**, page 30)
Mist projector 50% (25/10), damage 1D10
(**Mist Projector**, page 31)
Spore gun 60% (30/12), damage 1D10
(**Spore Gun**, page 32)
Dodge 65% (32/13)

Pulp Combat

Brawl 80% (40/16), damage 1D3,
or knife 1D4+2
Electric gun 60% (30/12), damage 1D10
(**Electric Gun**, page 30)
Mist projector 50% (25/10), damage 1D10
(**Mist Projector**, page 31)
Spore gun 65% (32/13), damage 1D10
(**Spore Gun**, page 32)
Dodge 65% (32/13)

Pulp Talents

- **Scary:** reduces difficulty by one level or gains a bonus die (Keeper's discretion) to Intimidate rolls.

Skills

Climb 60%, Credit Rating 70%, Cthulhu Mythos 50%, Drive Auto 50%, Electrical Repair 40%, Fast Talk 50%, Intimidate 70%, Jump 45%, Language (English) 96%, Language (French) 65%, Language (German) 50%, Language (Latin) 45%, Language (Spanish) 40%, Listen 65%, Locksmith 70%, Library Use 55%, Mechanical Repair 45%, Natural World 55%, Occult 70%, Persuade 45%, Sleight of Hand 60%, Stealth 70%, Spot Hidden 65%, Swim 55%, Track 50%, Throw 65%.

Spells: Contact Mi-Go.

Psychic Powers

Alter Reality: perhaps Jarvis' most dangerous talent, giving him the ability to create multi-sensory illusions. To take effect, Jarvis must win an opposed POW roll against the target of the illusion: if Jarvis wins, the target believes what they are experiencing. Modify the opposed roll depending on the complexity of the illusion. For example, apply a bonus die to Jarvis' roll for something very simple, like having a door disappear, creating a phantasmal chair, and other such minor changes. For very impressive illusions, such as illusionary monsters or making a whole building disappear, apply a penalty die to Jarvis' roll.

- **Cost:** 3 magic points for a minor illusion; 5 for a regular illusion; 10 for a complex or large illusion.

Go Unseen: Jarvis can direct an individual's mind not to notice his presence, in effect making him invisible. This invisibility has no effect on mindless things, such as cameras and the like. The effect can be maintained for up to an hour but may end sooner if Jarvis does something drastic to draw attention to himself (like knocking over a table or attacking the target).

- **Cost:** 5 magic points per person affected.

Send Nightmare: sends a horrific nightmare to a sleeping target, causing them to wake up screaming and lose 1D3 Sanity points.

- **Cost:** 8 magic points.

Telekinesis: mentally moves an object. This is useful for bringing an item to hand, hurling objects at a person, or lashing out with a telekinetic blow. Every 1 magic point spent provides Jarvis with 5 points of STR for use in one task. Small things, like directing a book to his hand, may only cost 1 magic point, while trying to push someone out of a window would require Jarvis' telekinetic STR to be matched against the target in an opposed roll (assume the target's STR if they were aware of the coming attack, or their SIZ if a surprise attack).

- **Cost:** variable magic points; 1 point is equivalent to 5 STR.

Gustav Ludendorff (as Harry Higgins), apparent age 20, unfunny class clown

STR 45 CON 50 SIZ 45 DEX 70 INT 70*
APP 45 POW 80* EDU 95* SAN —* HP 9
DB: 0 Build: 0 Move: 8 MP: 16 Luck: 45

Combat

Brawl 40% (17/7), damage 1D3
Mist projector 30% (15/6), damage 1D10
(Mist Projector, page 31)
Dodge 35% (17/7)

Pulp Combat

Brawl 45% (22/9), damage 1D3
Mist projector 40% (20/8), damage 1D10
(Mist Projector, page 31)
Dodge 40% (22/9)

Pulp Talents

- **Endurance:** gains a bonus die when making CON rolls (including to determine MOV rate for chases).

Skills

Climb 70%, Credit Rating 30%, Cthulhu Mythos 23%, History 40%, Jump 40%, Language (English) 70%, Language (German) 95%, Library Use 60%, Listen 40%, Occult 25%, Persuade 50%, Science (Geology) 80%, Spot Hidden 65%, Stealth 50%, Throw 35%.

Dr. Clayton Osborne (as Louis Gibbons), apparent age 22, reborn medical student

STR 50 CON 55 SIZ 65 DEX 65 INT 90*
APP 80 POW 50* EDU 94* SAN —* HP 12
DB: 0 Build: 0 Move: 8 MP: 10 Luck: 60

Combat

Brawl 30% (15/6), damage 1D3
Mist projector 30% (15/6), damage 1D10
(Mist Projector, page 31)
Dodge 35% (17/7)

Pulp Combat

Brawl 40% (20/8), damage 1D3
Mist projector 30% (15/6), damage 1D10
(Mist Projector, page 31)
Dodge 35% (17/7)

Pulp Talents

- **Sharp Witted:** gains a bonus die when making INT (but not Idea) rolls.

Skills

Anthropology 25%, Credit Rating 45%, Cthulhu Mythos 36%, Drive Auto 50%, First Aid 65%, Language (English) 94%, Language (Latin) 60%, Library Use 45%, Listen 30%, Medicine 75%, Natural World 60%, Persuade 50%, Psychoanalysis 40%, Psychology 55%, Science (Pharmacy) 50%, Stealth 30%, Throw 25%.

Wesley Smith (as Clarissa Thurber), apparent age 21, unhappy agent

STR 55 CON 75 SIZ 40 DEX 70 INT 75*
APP 60 POW 60* EDU 85* SAN —* HP 11
DB: 0 Build: 0 Move: 9 MP: 12 Luck: 50

Combat

Brawl 40% (20/8), damage 1D3
Electric gun 30% (15/6), damage 1D10
(Electric Gun, page 30)
Dodge 35% (17/7)

Pulp Combat

Brawl 50% (25/10), damage 1D3
Electric gun 30% (15/6), damage 1D10
(Electric Gun, page 30)
Dodge 40% (20/8)

Pulp Talents

- **Nimble:** does not lose their next action when “diving for cover” versus firearms.

Skills

Climb 60%, Credit Rating 35%, Cthulhu Mythos 14%, Intimidate 60%, Language (English) 85%, Language (Spanish) 45%, Library Use 50%, Listen 45%, Occult 25%, Navigate 45%, Persuade 45%, Ride 50%, Science (Biology) 35%, Science (Chemistry) 70%, Science (Physics) 50%, Spot Hidden 60%, Throw 65%.

Robert Tunes (as Jason Trent),
apparent age 20, historic historian

STR 55 CON 50 SIZ 70 DEX 55 INT 80*
 APP 50 POW 75* EDU 93* SAN —* HP 12
 DB: +1D4 Build: 1 Move: 7 MP: 15 Luck: 75

Combat

Brawl 25% (12/5), damage 1D3+1D4
 Mist projector 35% (17/7), damage
 (Mist Projector, page 31)
 Dodge 35% (17/7)

Pulp Combat

Brawl 30% (15/6), damage 1D3+1D4
 Mist projector 35% (17/7), damage
 (Mist Projector, page 31)
 Dodge 35% (17/7)

Pulp Talents

- **Smooth Talker:** gains a bonus die to Charm rolls.

Skills

Archaeology 35%, Art/Craft (Sketching) 50%, Charm 45%,
 Climb 25%, Cthulhu Mythos 35%, Credit Rating 25%, Fast
 Talk 40%, History 70%, Jump 35%, Language (English) 93%,
 Language (French) 60%, Language (Greek) 40%, Library
 Use 65%, Listen 50%, Occult 50%, Ride 45%, Science
 (Botany) 40%, Spot Hidden 30%, Stealth 50%, Throw 40%.

MISKATONIC UNIVERSITY**Dr. Henry Armitage,**
age 73, keeper of forbidden tomes

STR 55 CON 40 SIZ 60 DEX 50 INT 90
 APP 65 POW 80 EDU 96 SAN 55 HP 10
 DB: 0 Build: 0 Move: 3 MP: 16

Combat

Brawl 25% (12/5), damage 1D3
 Dodge 25% (12/5)

Skills

Art/Craft (Literature) 75%, Credit Rating 65%, Cthulhu
 Mythos 18%, History 65%, Intimidate 65%, Language
 (English) 96%, Language (French) 80%, Language
 (German) 70%, Language (Greek) 70%, Language (Latin)
 75%, Library Use 95%, Listen 70%, Occult 25%, Persuade
 75%, Psychology 50%, Science (Cryptography) 75%, Science
 (Mathematics) 45%, Science (Physics) 30%, Spot Hidden
 60%, Stealth 30%.

Professor Ashley Learmonth,
age 47, unknowing mi-go target

STR 50 CON 65 SIZ 55 DEX 55 INT 80
 APP 60 POW 70 EDU 90 SAN 70 HP 12
 DB: 0 Build: 0 Move: 7 MP: 14

Combat

Brawl 30% (15/6), damage 1D3
 Dodge 30% (15/6)

Skills

Accounting 45%, Charm 40%, Credit Rating 70%, Jump
 40%, Language (English) 90%, Language (French) 30%,
 Language (Greek) 10%, Language (Latin) 40%, Library
 Use 55%, Natural World 60%, Persuade 45%, Psychology
 25%, Science (Chemistry) 65%, Science (Engineering) 70%,
 Science (Geology) 85%, Science (Metallurgy) 90%, Spot
 Hidden 45%, Stealth 35%, Throw 40%.

Professor Albert N. Wilmarth,
age 52, English literature professor

STR 55 CON 55 SIZ 55 DEX 50 INT 85
 APP 65 POW 65 EDU 95 SAN 50 HP 11
 DB: 0 Build: 0 Move: 6 MP: 13

Combat

Brawl 35% (17/7), damage 1D3
 Dodge 30% (15/6)

Skills

Accounting 40%, Art/Craft (Literature) 80%, Charm
 30%, Credit Rating 65%, Cthulhu Mythos 14%, Jump
 35%, History 65%, Intimidate 30%, Language (English)
 95%, Language (French) 65%, Language (German) 60%,
 Language (Greek) 45%, Language (Latin) 40%, Library
 Use 75%, Natural World 45%, Occult 65%, Persuade
 50%, Psychology 45%, Spot Hidden 45%, Stealth 50%,
 Throw 30%.

ARKHAM POLICE DEPARTMENT

Chief Detective Luther Harden,
age 44, tough but fair cop

STR 70 CON 65 SIZ 75 DEX 60 INT 75
APP 50 POW 80 EDU 70 SAN 76 HP 14
DB: +1D4 Build: 1 Move: 6 MP: 16

Combat

Brawl 75% (37/15), damage 1D3+1D4
.45 revolver 65% (32/13), damage 1D10+2
Dodge 65% (32/13)

Skills

Accounting 30%, Bash Heads 70%, Credit Rating 50%, Drive Auto 50%, Fast Talk 60%, First Aid 45%, History 30%, Intimidate 75%, Jump 40%, Language (English) 70%, Law 55%, Listen 65%, Locksmith 40%, Natural World 40%, Navigate 50%, Persuade 50%, Psychology 65%, Spot Hidden 60%, Stealth 65%, Track 40%.

Typical Police Officer

Use this profile for a typical police officer or a campus guard.

STR 65 CON 70 SIZ 65 DEX 60 INT 60
APP 50 POW 60 EDU 60 SAN 60 HP 13
DB: +1D4 Build: 1 Move: 8 MP: 12

Combat

Brawl 50% (25/10), damage 1D3+1D4
Baton 50% (25/10), damage 1D6+1D4
.38 revolver 40% (20/8), damage 1D10
Dodge 40% (20/8)

Skills

Climb 40%, Credit Rating 30%, Drive Auto 40%, First Aid 45%, Intimidate 45%, Jump 45%, Language (English) 60%, Law 50%, Psychology 45%, Spot Hidden 60%.





FEDERATED OIL AND CHEMICAL

"You can't imagine the degree to which those beings have carried science. There is nothing they can't do with the mind and body of living organisms."

—H. P. Lovecraft, *The Whisperer in Darkness*

The beginning of this chapter is designed to give the investigators a much-needed break from the chaos they have endured in the first two scenarios. Here, they can find time to heal, possibly recruit new investigators to replace any that were lost, and learn more about their enemy.

The main section of this chapter is intentionally short and flexible. It allows the Keeper to provide enough time for the investigators to recoup hit points and a few Sanity points, as well as getting them acquainted with Michael Abelard and Federated Oil and Chemical (FOC), before they face the mi-go again in **Chapter 4**. Depending on how much recuperation time the investigators need, events can progress fairly quickly, allowing time for a short sidetrack adventure in Canada, if the Keeper so wishes.

In this sidetrack, **Interlude: Mission to Canada** (page 170), the investigators are sent by FOC to look into a pair of strange murders, suspected by Michael Abelard of having been committed by the mi-go. If played, **Interlude: Mission to Canada** should take place before events proceed to **Unexpected Consequences** (page 184), allowing the investigators to return to Detroit before the evening conference and party as detailed in **The Night Before** (page 184).

FOC may appear to be a safe haven for the investigators, but even in the most guarded of places, the forces of the Mythos may strike with impunity. Within the Detroit offices of FOC are several desiccated, yet very much alive, deep ones—foolishly assumed to be somehow associated with the mi-go and brought there for study. Events conspire so that the investigators come face-to-face with these oceanic monsters, who are somewhat displeased at having their slumber disturbed.

SET UP: FALLOUT

Once news of the events at Miskatonic University reached Michael Abelard, the head of Federated Oil and Chemical, he took quick and decisive action, sending a team of his own investigators to the university led by Leon Pasquale, a lawyer, expert troubleshooter, and brother of Victor Pasquale.

On his arrival, Leon Pasquale tells the university's management that FOC wishes to put right any of the damages caused by the attack—this could be anything from redecorating fire-scorched walls to the full rebuilding of the Orne Library and science labs (dependent on how much actual damage the agents and/or the investigators caused). Leon even goes so far as to state that FOC will attempt to locate and replace any of the library's stolen or destroyed books. With such a generous proposal, the university happily welcomes Leon and his seemingly limitless checkbook.

FOC are not offering to make all these repairs purely out of kindness nor as a tax write off. The real reason for the generosity is that Abelard wants to learn everything he can about the raid. In the science labs, the FOC team examines any of Prof. Learmonth's surviving notes. If the professor is still alive, Leon arranges, through the university, to give the man a vacation to recover from the ordeal—in reality, Learmonth is quickly whisked away to FOC headquarters for questioning. At the possibly blasted and burned Orne Library, the team compiles a list of all the damaged or stolen books—their goal being to find out exactly which books the agents were after. With this list, Abelard plans to increase his already extensive library of mi-go lore with any titles he previously wasn't aware of.

In the course of their research, Leon's team questions many of the university's students and staff. Consequently, the investigators' names are mentioned numerous times, leading Leon to seek them out.

DRAMATIS PERSONAE

Key information for NPCs relevant to this part of the campaign is detailed here, grouped according to their locations (Federated Oil and Chemical or La Tuque). Their profiles, along with those of any monsters the investigators encounter, are provided in the **Characters and Monsters** section at the end of this chapter (page 188).

FEDERATED OIL AND CHEMICAL

Leon Pasqualle, age 39, FOC troubleshooter

Leon is the older brother of Victor Pasqualle, the discoverer of pasquallium, who is currently missing. At first, Leon suspected FOC may have had something to do with his brother's disappearance and so began his own investigation of the industrial giant, only for Michael Abelard to approach him directly and tell him his brother was taken by the mi-go. Leon accepted this incredible story once Abelard showed him concrete proof of the mi-go's existence. Faced with the undeniable evidence, Leon quit his law firm and joined FOC to find his brother—or avenge him. Whenever FOC runs into a snag of any kind, Leon is the first man sent to fix it.

- **Description:** somewhat taller and thinner than average; Leon's ancestral French heritage can be seen in his

sandy-blond hair peppered with gray, his brown eyes, and his sharp, angular face. He is fond of expensive suits, his gold Swiss watch, and Italian leather shoes.

- **Traits:** smart, charming, and can think on his feet.
- **Roleplaying hooks:** Leon works his “magic” to smooth out any wrinkles in the investigators' lives (everything from trouble with the police to covering funeral costs). His mission is to put them in contact with his employer, Michael Abelard. After meeting Leon, an investigator succeeding with a **Law** roll knows he is a very sharp lawyer. It's not hard to see that this is a man who gets things done.

Michael Abelard, age 57, obsessed head of FOC

Abelard was raised an only child in a hardworking family. When his parents died, Abelard invested his inheritance wisely, purchasing his first industrial plant and, after personally taking over the reins, bringing in record profits, allowing him to invest further and eventually build the Federated Oil and Chemical empire. Those familiar with high society and big business know of Abelard and his company; however, few know him personally. He is a man shrouded in mystery and considered a recluse. What is known of his life is tragic: his wife, Maria, died giving birth to a son, who also didn't survive the ordeal. His only surviving son, Michael Jr., was later killed in a climbing accident in the Pyrenees. Abelard lost the use of his legs during the same accident.

The accident that claimed his son's life and Abelard's ability to walk happened because the pair stumbled upon a group of



Leon Pasqualle



Michael Abelard

mi-go. In fear, father and son took flight, and in their frantic attempt to flee, they plummeted down a ravine, with life changing consequences. Abelard searched for answers and gave name to the things he had seen: the mi-go. He blames the creatures for his son's death and has been consumed with seeking revenge ever since. His ultimate goal is to find the mi-go's main base on Earth and destroy it. While he has had some small victories, his actions have not gone completely unnoticed. Soon, the hunter may become the hunted.

- **Description:** formerly an athletic white youth who excelled in sports, Abelard is now rather rotund. With thinning gray hair and hazel eyes, his face is lined, and he has the look of a man old before his time. Usually dressed in an expensive suit, Abelard never goes anywhere without three items: his gold cigar case (containing at least five Cuban cigars), his silver-plated Walther PPK 9mm automatic pistol, and his chauffeur and bodyguard, Peter Murdoch.
- **Traits:** a sharp and savvy businessman, used to getting what he wants by whatever means necessary.
- **Roleplaying hooks:** as ruthless, efficient, and driven as Abelard has been in building his business empire, he is even more driven in his relentless quest for vengeance against the mi-go. He will stop at nothing, will spare no expense, and is willing to sacrifice all to claim his revenge—and if this means the investigators have to die, then so be it. Thus, he intends to use the investigators as bait to capture a live mi-go.



Peter Murdoch, age 31, chauffeur and bodyguard

Murdoch was in trouble with the law over a suspicious death when he came to Abelard's attention, but with FOC's legal might, the murder charge was dropped, and he was immediately hired as Abelard's bodyguard. Over time, he and Abelard have formed a strong bond of friendship.

- **Description:** a huge, barrel-chested Scotsman, with ginger hair and green eyes; a neatly trimmed beard partially hides a four-inch (10 cm) knife scar running down his left cheek. Although his family left Scotland for America when he was only eight, he still speaks with a broad Scottish accent and is fiercely proud of his heritage, wearing a traditional kilt whenever possible.
- **Traits:** Murdoch is not a man to be toyed with—beneath his gruff demeanor he has a very short fuse.
- **Roleplaying hooks:** Murdoch would give his life without a second thought to save Abelard and is more than willing to do whatever his boss asks of him. Smart investigators would do well not to cross him or Abelard if they want to avoid making a powerful and dangerous enemy.

Selena Preston, age 28, Abelard's right hand

Born of wealthy parents—the New York Prestons, no less—Selena spent most of her young adult life as a society girl—she attended all the best parties the Roaring Twenties had to offer, but the Crash of 1929 wiped out her family's money overnight, and so she was forced to get a job. Luckily, she knew Abelard through family connections and started working at FOC. It soon became



Peter Murdoch

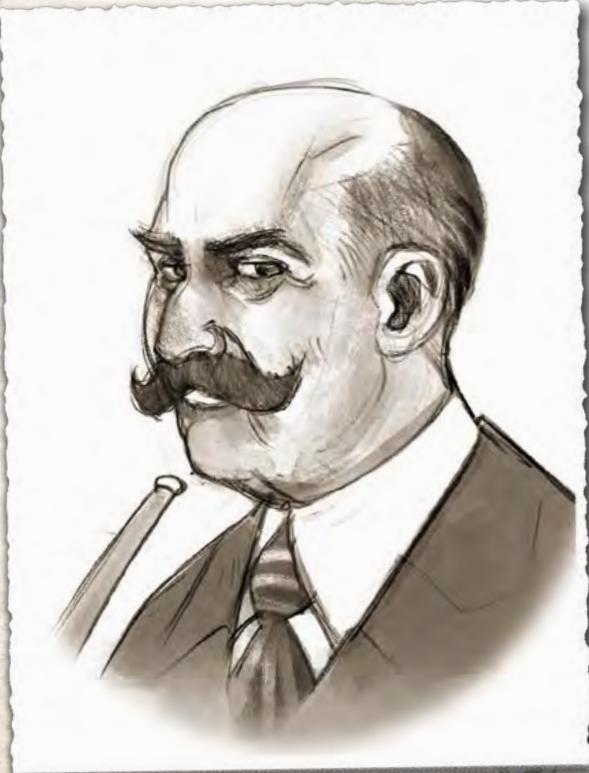
Selena Preston

apparent she had a fine mind for business, and subsequently she has risen quickly through the ranks to become Abelard's right-hand woman, ensuring his commands are actioned and carried through. She is grateful to Abelard for giving her a chance and thinks of him more as a close friend than a boss.

- **Description:** a beautiful white woman with short blonde hair and pale blue eyes. When working, she dresses conservatively.
- **Traits:** focused, determined, and extremely conscientious. Preston is comfortable with her good looks and is not above using them to her advantage.
- **Roleplaying hooks:** the workhorse behind FOC, Preston takes care of implementing all of Abelard's plans. Once the investigators agree to work for the millionaire, they deal with her more than Abelard. Investigators would be wise to notice she has a great deal of influence on Abelard's decision making.

Professor David Drake,
age 46, psychologist and historian

Born and raised on a farm in Michigan, Drake's early education was largely self-taught. Working as many as three jobs at a time, he was able to save enough money to put himself through school. He attended and later taught at the University of Michigan. One of his personal hobbies is the study of the occult; he has published several papers and three books on the subject and how it relates to abnormal psychology. His work in this field has been well received and, as a consequence, Abelard became aware of Drake and brought the professor into his inner circle.



- **Description:** an overweight white man of average height. The crown of Drake's head is bald and what's left of his dark hair is graying. He sports a handlebar moustache, wears brown suits, and smokes a long-stemmed pipe.
- **Traits:** has the habit of sticking his tongue out when deep in thought.
- **Roleplaying hooks:** Prof. Drake is a member of the team accompanying the investigators back to Cobb's Corners. While not as knowledgeable about the mi-go as Dr. Matherson, the psychologist can relate many tales and legends he believes derive from sightings of the mi-go. Additionally, he can provide psychoanalysis for mentally scarred investigators. Investigators may even know Drake if they attended the University of Michigan.

Doctor Sarah Matherson, age 48, scientist

A Canadian citizen working at the University of British Columbia, Dr. Matherson was approached by Abelard and asked to identify a strange substance, which turned out to be the slimy remains of a dead mi-go—to say the doctor was intrigued would be putting it mildly. As a result, Matherson left academia and joined FOC.

- **Description:** a short, slightly built woman, with straight black hair who counts Canadian Metis, descended from the Salteaux peoples, among her forebears. She has large brown eyes, giving her an owl-like look due to the thick bottle glasses she wears. Constantly seen drinking strong coffee, no matter what time of day or night it happens to be.



Professor David Drake

Doctor Sarah Matherson

- **Traits:** nearly as single-minded in the hunt for the mi-go as Abelard; although, rather than driven by revenge, Dr. Matherson has an insatiable hunger for scientific understanding of the aliens.
- **Roleplaying hooks:** Matherson is a member of the team chosen to accompany the investigators back to Cobb's Corners. She is driven by an almost crazed need to understand everything she can about the mi-go. Consequently, she is capable of risky, reckless actions and inadvisable experiments—all in the name of science. Additionally, she is a very competent doctor, able to tend to injured investigators. Investigators may know Drake, at least by reputation, if they attended the University of British Columbia in Vancouver.

Sam "Captain" Morrison, age 40, security chief

Morrison is a veteran of the Great War—a member of the 77th infantry division that fought in the Argonne woods. After the war, Morrison remained in the army and rose to the rank of Captain. Always thirsty for action, he grew tired of his peacetime military duties and left the army. A stint as a mercenary was short but successful, during which he came to the attention of FOC and Abelard. Subsequently, Morrison has been involved in helping to hunt down the mi-go. He is well respected and often goes by the nickname "Captain."

- **Description:** a white man of average height, with an impressively muscled physique, blue eyes, and brownish-blond hair in a crew cut. His neck, chest, and arms all bear numerous shrapnel scars.



Sam "Captain" Morrison

- **Traits:** while he can be nice and polite, Morrison does not suffer fools gladly.
- **Roleplaying hooks:** a member of the team accompanying the investigators back to Cobb's Corners. Morrison tends to insist on being in absolute control of security, which may cause friction with the investigators. Despite his experience and training, he has yet to come face-to-face with a large force of mi-go.

Larry Nekler, age 28, mechanic

Nekler was too young to fight in the Great War but did join the navy for a term before becoming a merchant marine. He had a head for engineering and discovered he had a knack for working with radios. The lure of better pay and a more comfortable lifestyle led him into FOC's employ.

- **Description:** a stocky African-American man, with muscular arms and neck. He has brown hair and eyes, and a large tattoo on his left forearm of a heart surrounded with roses, upon which is written the name "Lovely Lucy." His misshapen nose is the clear result of it once having been broken.
- **Traits:** competent and cautious; also, squeamish.
- **Roleplaying hooks:** Nekler is a member of the team accompanying the investigators back to Cobb's Corners. He is responsible for maintaining the equipment and radio operation. His former military training means he's pretty handy in a fight, and he will be the first to back up Sam Morrison if an argument or fight breaks out.



Larry Nekler

LA TUQUE, CANADA

Nicolas Thibault, age 33, FOC freelancer

After studying law in Quebec City, Thibault successfully defended an FOC employee arrested for trespassing on private land. Other FOC work followed on the success of that case. Although he returned to his hometown, La Tuque, to run a small legal practice, Thibault is still occasionally asked to perform small tasks for FOC.

- **Description:** a petite white man, with short blond hair. His voice carries a French lilt and is surprisingly deep for his small frame; he occasionally slips French words into his speech without realizing it. He is always smartly dressed.
- **Traits:** cool, economical, and precise, with no interest in learning more than he has to about the investigators' reasons for being on Abelard's pay roll.
- **Roleplaying hooks:** an expert in Canadian law, Thibault can help investigators who get into sticky situations while in La Tuque. He speaks French fluently and can act as the investigators' translator, if required. He may prove a useful ally while in Quebec.

Father Maxime Dubois, age 51, deranged priest

A second-generation French immigrant, raised in Toronto by a drunken and abusive father, Dubois lived his life wondering about the nature of evil. He arrived in La Tuque ten years ago and began preaching at St. Mary's Church. He

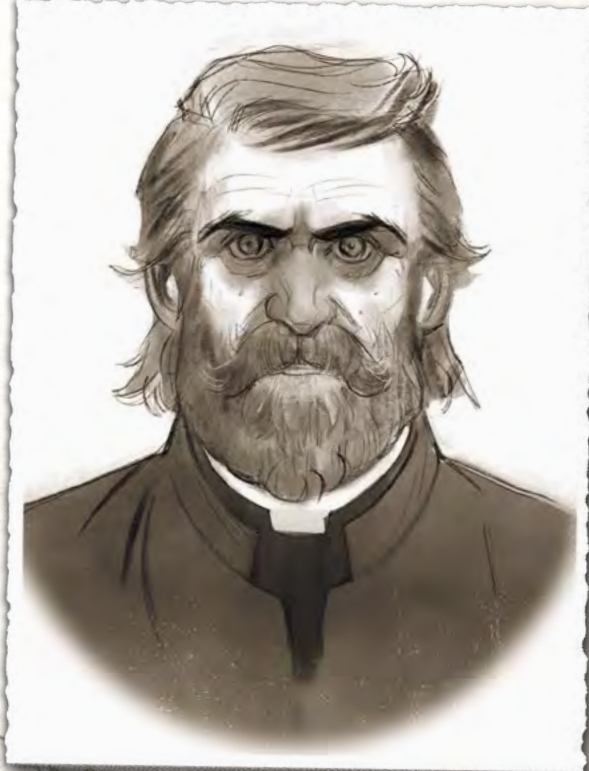
used his own savings to support the opening of The Young Men's Christian Fellowship Center (Y.M.C.F.C.), where he works to bring the word of the Lord to society's misfits and down-and-outs.

One day, he was called to a paper mill to perform the last rites for a man who'd suffered severe head injuries in an accident; after seeing the dying man's open, pulsing brain, Dubois developed a macabre interest in phrenology. His unhealthy regard for the subject, combined with an underlying psychopathy, has led him to murder so he can study his victims' brains. In his madness, Dubois believes that God condones his actions, and that his obsession is a service to mankind.

- **Description:** a huge, burly white man, with a wild-eyed look about him—which most mistake for religious fervor. He wears a black suit with a white priest's collar. With his long, ginger hair and full beard, he is a very imposing character. Has a broad French accent but speaks English fluently.
- **Traits:** while locals regard him as a friendly and helpful—if passionate—member of the community, Dubois is, in fact, totally deranged.
- **Roleplaying hooks:** a criminal psychopath, Dubois will continue killing until he is caught. He uses the Y.M.C.F.C. to identify his victims and then takes them to his secret murder house. The only thing that frightens him is the thought of being taken to trial and being publicly accused of his crimes—he would rather die than submit.



Nicolas Thibault



Father Maxime Dubois

START: A MYSTERIOUS BENEFACTOR

Once he knows the investigators' identities, Leon Pasquale steps in to take care of their current woes. If any of the investigators somehow fell afoul of the law during **Chapter 2** and are currently sitting in Arkham's jail, Leon intervenes on their behalf. With the power of FOC behind him, he provides a team of lawyers to deal with the investigators' legal troubles. The legal representation (coupled with the odd bribe or threat) means jailed investigators are set free in a matter of days, with all charges dropped. If any of the investigators died, Leon picks up any funeral costs; he goes so far as to pay for quite extravagant services as well as the travel costs of any close relatives who live further afield. Investigators with greatly reduced Sanity find themselves being treated by the best in private mental healthcare, either at home or in a facility (depending on the outcomes of Chapter 2), and, if committed, they are soon well enough to be released under the care of a psychiatrist on the FOC payroll (see **Recuperation**, page 160, for the effects of intensive treatment).

Keeper note: this is a great way to bring in a brother or sister—or any other family member—who could serve as a replacement investigator.

Having fixed the investigators' immediate problems, Leon is convinced that he can now make the best of first impressions. Thus, Leon approaches the investigators directly—individually or together—stating that he works for Michael Abelard, the head of Federated Oil and Chemical. Investigators may recognize Abelard's name: a successful **Know** roll recalls him to be one of the richest men in America—a recluse of whom little is known. Leon informs the investigators that Mr. Abelard wishes to meet with them to discuss mutually beneficial matters.

On this point, Leon is quite firm—he won't take no for an answer. If necessary, he reminds any dissenting investigator of his company's involvement so far: university rebuilding, funeral and travel costs, and how quickly any police charges have been dropped. If necessary, he shows them an envelope containing papers signed by Marinus Bricknell, the Dean of Students, which expel the investigators from Miskatonic University. He explains that Bricknell's decision could be reversed but only if the investigators agree to meet with his employer.

Any excuses the players can think up, Leon should be one step ahead of them—taking care of any problems, impediments, and so on. The investigators really have no

choice in this matter, Leon explains, as Mr. Abelard has decided they *will* meet, and Mr. Abelard *always* gets what he wants. Should all incentives fail, Leon and his team are under orders to kidnap the investigators, at gunpoint if necessary.

Keeper note: before you resort to kidnap as a plot device, be sure to exhaust Leon's persuasive skills first, as strong-arming the investigators may cause some players to react negatively, with them feeling "railroaded." The threat of the letters of expulsion should be enough to convince dissenting investigators to go along with Leon's request to meet Abelard without having to resort to kidnapping. See **No Way Out?** page 158, for more on this.

However the decision is made, Leon informs the investigators that they are to be taken to Boston Harbor to meet Mr. Abelard. On arrival, instead of an eccentric millionaire waiting for them, the investigators find an exotic amphibious airplane, a prototype of the British Supermarine Seagull V, along with her crew. Once inside, the airplane takes off. If asked where they're going, Leon simply replies, "*To meet Mr. Abelard,*" and nothing more.

MR. ABELARD, I PRESUME

The flight takes a couple of hours but is relatively smooth. Looking out of the plane's windows, the passengers see they're heading inland, away from the Atlantic Ocean. A successful **Navigate** roll reveals the airplane is flying due west. Soon, they descend and land upon a large body of water. On exiting the craft, the investigators find they are on a rather large, but obviously private, dock. Looking across to the nearby shore, they see an industrial complex consisting of three massive factory plants, their smokestacks pouring smoke and soot into the air. A sign over the rear gate of the complex reads: Federated Oil and Chemical. Any questions asked about their current location go unanswered.

The group is, in fact, on the shore of the Detroit River, near Detroit, MI. Investigators from this region may recognize certain landmarks; otherwise, a successful **Know** roll is necessary to determine approximately where they are.

Between the dock and the factory is a silver Rolls Royce Phantom II. As the investigators approach, a giant of a man (6 feet, 7 inches/2 m tall) with flaming red hair and beard gets out from behind the driver's seat. He wears a chauffeur's vest and jacket but from the waist down boasts a traditional Scottish kilt. He strides out to meet the approaching group, smiles, and in a charming Scottish accent, politely tells the investigators he must frisk them for weapons. Once done, the Scotsman escorts them back to the car and opens the rear passenger door.

Inside the large car are two people; there is room for four more. The first person the investigators see is a very attractive young woman with neatly bobbed short blonde hair, blue eyes, and a stunning figure, dressed in an expensive business dress. On the seat across from her sits an imposing figure who can be none other than Michael Abelard. He is a large man, with thinning gray hair and hazel eyes, wearing a suit so expensive that, if sold, it could feed a large family for months. Clamped between Abelard's teeth is a fat Cuban cigar.

Abelard greets each investigator by name, showing that he has done his homework about them; he then welcomes them all to his Detroit plant. He offers the remaining seats in his Rolls Royce to female, elderly, or injured investigators first. If the investigators number more than four, the remainder have to stand outside the car for this conference. Abelard introduces himself as president and founder of Federated Oil and Chemical and then introduces his companions. The

large Scotsman is Mr. Peter Murdoch, and the beautiful woman is Miss Selena Preston, Abelard's personal secretary. Once the pleasantries are out of the way, Abelard wastes no time getting right to the point.

Abelard tells the investigators about the climbing accident that cost him his only son's life as well as the use of his legs (refer to Abelard's **Dramatis Personae**, page 152). He relates how aliens, called the mi-go, were behind this tragedy and how he has since been on a quest to hunt down said aliens and make them pay. He goes on to say that the real reason his company funded the Miskatonic University field trips to Vermont was to look for signs of these aliens and that he knows about the recent raid on the university's library and science annex. He suspects the mi-go were behind the attack, but he wants to know the full story from the investigators' point of view. The millionaire answers any questions the investigators have directly and honestly, as he has already decided that the investigators will work for him.

NO WAY OUT?

Consider your players and their likely responses (as investigators) to being forced down a particular avenue by Abelard. Forcing the investigators to take part in the expedition could be tricky to handle well, as it effectively removes the players' control of their characters. If this is something you, as Keeper, would rather not do, then there is one option available to you—one that brings in fresh investigators. Alternatively, in a pulp campaign, you may wish to frame the heroes' lack of choice in a slightly different manner, one that plays into one of the common themes of many pulp-era stories such as standing up for humanity in the face of dangerous aliens or simply daring adventure! You may also be able to think of others that best suit the events of your campaign so far.

If the investigators continue to stick to their guns in the face of every threat and inducement, Abelard eventually backs down, laughing ruefully. He compliments them on their grit and determination, and he orders Leon to take them back to wherever they want to go. While he will do nothing to prevent their expulsion from Miskatonic University, he won't ask for remuneration for services already provided. As he bids the investigators goodbye, he thanks them for reminding him what it's like to have someone say "No," to his face and mean it—it's been an incredibly long time since

anyone dared to speak to him like that, and it's been quite a refreshing experience. His final word is to say that, should they change their minds, his door is always open to them. The investigators are returned from whence they came and must piece their lives back together again from the wreckage of recent events. Have the players create new characters who are members of FOC's staff, sent on Drake and Matherson's team as support personnel (research or security), so that the campaign can continue. Alternatively, see **Another Way In** (page 172).

For a pulp campaign, one tried and tested fallback open to you is, of course, kidnap, which you may or may not already have used to get the investigators to Detroit. Abelard has two main options: either overpower and ship the investigators to Vermont in chains or invite them inside his facility on the pretense of providing them with some refreshments before sending them home—only for the food and drink to be drugged, meaning that the next thing they know, the heroes are waking up in Cobb's Corners (**Chapter 4**). Once they're back in the accursed valley, it's up to the investigators to make good their escape not only from Abelard's personnel, but also their escape from the Fungi and The Young! In such a case, you should adjust the events of **Chapter 4** and **5** accordingly.

Keeper note: there is only one thing Abelard keeps secret from the investigators—his real reason for employing them (see following Keeper note).

Once this exchange of information is complete, Abelard makes a proposal: he wants the investigators to join a group of FOC scientists and security personnel he is sending back to Vermont to study the mi-go presence there. He would like to have the investigators along on this trip as they know the area and people, and they have something that none of his men have—direct experience of the mi-go and their human agents. Abelard claims this outing should be relatively safe, as his team will be well armed and equipped—besides which, another team, comprised of ex-soldiers, are to be stationed nearby. This second team will be in constant contact with the investigators' group via radio, able to arrive at their location in minutes, if necessary.

Abelard is set on having the investigators in on this plan. He first appeals to their sense of curiosity and other less noble feelings, like revenge for the loss of fellow students. He also offers financial compensation and a promise to use his leverage to smooth things over with Miskatonic University on their behalf. If all else fails, Abelard is not above using threats to blackmail the investigators into joining his team—even to the point of fabricating the “evidence” he needs to ensure their cooperation.

Keeper note: remember, the real reason why Abelard is so insistent that the investigators return to Vermont is because he wants to use them as bait. The visit is not, in fact, about collecting information or studying the mi-go, but it is a trap designed to lure the Fungi close enough to be captured and interrogated. Abelard is banking on the mi-go being unable to resist the temptation to either capture the investigators or do away with them once and for all.

A GILDED PRISON

Once it's settled that the investigators are to join the FOC expedition to Vermont (assuming they do; see **No Way Out?**, nearby), they are taken to the Detroit offices of FOC—and Abelard's home—where they stay as his guests for the next couple of weeks. During his stays in Detroit, Abelard lives and works within the top two floors of a six-story brick building, which from the outside looks to be nothing more than a large bank. The cars pull around to the back of this building to a small, guarded, and private underground garage (B5). From there, everyone takes the

only elevator capable of reaching the millionaire's private domain. A safety stairwell runs up from the basement to the fifth floor; however, all doors leading to the areas of Abelard's private interests are reinforced, triple locked, and never used.

The basement is where Dr. Matherson and her colleagues study mi-go artifacts behind reinforced walls (B1). The first through third floors hold the day-to-day concerns of FOC's Detroit office, staffed by lawyers, secretaries, accountants, vice-presidents, and other functionaries. The fourth floor contains a kitchen (414), laundry room (408), and general maintenance equipment; additionally, this is where the servants live, including: cooks, maids, a butler, and nine armed guards (409–413). The guards work in three shifts: two on the first floor and one making the rounds through the other floors. The other guards tend to sleep, play cards, or go out about town when they aren't working. The fifth floor is reserved for Abelard's guests and his personal assistants. Selena Preston stays here (502), as will the investigators (510–514). The fifth floor is also where any business related to Abelard's personal crusade is conducted, within a sectioned-off conference room (508) and a well-stocked library (509). The sixth floor is Abelard's private sanctuary, and none may enter without his permission. It's accessible through a second elevator situated on the fifth floor that requires either a key or a switch on the upper floor to activate. Murdoch stays on the sixth floor with Abelard, and only the millionaire's most trusted servants, guards, and personal assistants are allowed to enter. Finally, investigators hoping for a view will be disappointed since all windows on the upper three floors, as well as the basement, have blackout screens fixed in place—none of which open. The only way to see out would be to unscrew the screens from their fittings, which wouldn't go down well with Abelard.

When the investigators are shown to their rooms, they each find a brand-new wardrobe of expensive clothes waiting for them. Next to each bed is a button for summoning a servant, should the guests require anything.

The investigators are not able to place telephone calls, post letters, or leave the building without Abelard's permission, and even then, not without an armed escort. The investigators are told this slight inconvenience is necessary because, in the past, Mr. Abelard suspects he has been under surveillance by “agents of the enemy.” It may become apparent to the investigators that they are basically in a prison, albeit a gilded one. Despite this increased security, Abelard does all he can to ensure a pleasant stay, including making sure the investigators are in good physical and mental health.

TROUBLE IN PARADISE

This chapter of the campaign is designed to give the investigators a chance to rest, regroup, meet new acquaintances, and make plans for their next move, as well as possibly have a sidetrack adventure in Canada. Some sadistic Keepers might wish to dial up the action and turn up the pressure, particularly if running a pulp campaign. At the Keeper's discretion, here is an idea that could easily be used to liven things up and present a seemingly "human" problem for the investigators to deal with.

The mi-go are, indeed, keeping tabs on either the investigators, Abelard, or both. When Fungi agents report back that they have seen the two groups come together, the mi-go decide to act by using the small number of human agents they have in Detroit to convince Detroit's infamous Purple Gang that Abelard is looking to take over their turf and rackets (as it's the time of Prohibition). The mi-go agents might even assassinate a mid-level mobster or two and have the evidence point toward Abelard or the investigators. This could lead to drive-by shootings, assassination attempts on Abelard, or whatever other devious mischief the Keeper can think up. See **Purple Gangster** profile, page 190.

The Purple Gang

The Purple Gang (1918–1932) was a group of mostly Russian Jews—initially, at least, but eventually other nationalities as well—who built a reputation as one of the most violent gangs anywhere during Prohibition. Led by four brothers: Abe, Isadore (AKA Izzy), Joe, and Raymond Bernstein, as well as Harry and Louis Fleischer, the gang cut its teeth collecting "protection" money in the Little Jerusalem district on Detroit's lower east side.

What started off as a gang of young hoodlums—called "Purple" by local shopkeepers because they were rotten like spoiled meat—turned into a force to be feared as the gang became involved with armed robberies, prostitution, gambling, loan-sharking, extortion, and, with the enactment of the Thirteenth Amendment in Michigan in May 1918, the lucrative business of bootlegging. Their reputation for violence was such that even men like Al Capone preferred to buy the gang's Canadian whiskey rather than risk a gang-war.

After a major setback when three of their members were convicted of killing fellow gang members (who had decided to form their own gang), the Purples were assimilated into Lucky Luciano's national crime syndicate.

RECUPERATION

While the investigators are Abelard's guests, they have the opportunity to lick their wounds—both physically and mentally—not to mention the chance to brush up on some skills. Now is the time to grant the investigators their delayed development phase from the end of **Chapter 2**.

Wounds

If wounded, injuries are treated by the capable Dr. Matherson, who has access to the very best medical resources money can buy, increasing standard healing rates accordingly.

- If not suffering from a major wound, an investigator heals 2 hit points per day to their normal maximum.
- With a major wound, the investigator must make a **CON** roll once per week; a bonus die is added to the roll due to the quality of care they're receiving. If successful, 1D3+1 hit points are healed; if an extreme success, 2D3+1 hit points are healed.

Thus, one month should be enough time for most investigators to fully recover from physical injuries, given the benefits of FOC's state of the art facilities.

Sanity

As for Sanity, healing mental wounds is always more difficult than physical ones. Intensive therapy with Prof. Drake may help. Make a 1D100 recovery roll for each investigator under Drake's care (this may be in addition to a previous intensive treatment provided through Leon Pasqualle's help, per **Start: A Mysterious Benefactor**, page 157):

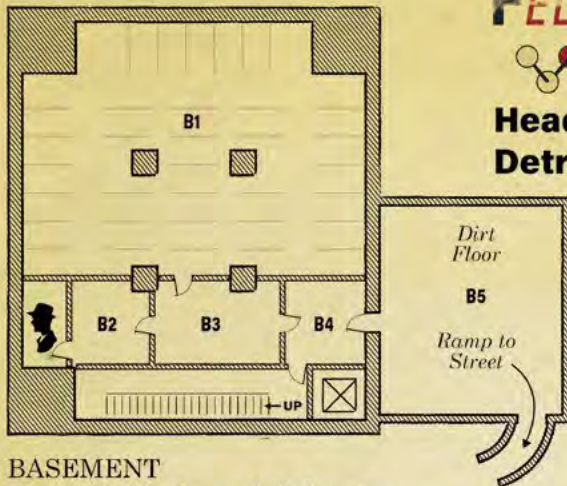
- 01–95 indicates recovery of 1D3 Sanity points.
- 96–99 means no progress has been made.
- 100 means there has been a setback, with the investigator losing 1D6 Sanity points.

Plus, with a result of 01–95, an indefinitely insane investigator may attempt a **Sanity** roll with a bonus die: if successful, they are cured of their insanity. Alternatively, at the Keeper's discretion, any indefinite insanity could be cured automatically without the need for a roll.

At the Keeper's option, an investigator may be allowed a recovery roll once (for the entire stay) or once per week, depending on the tone and style of play for their particular group.

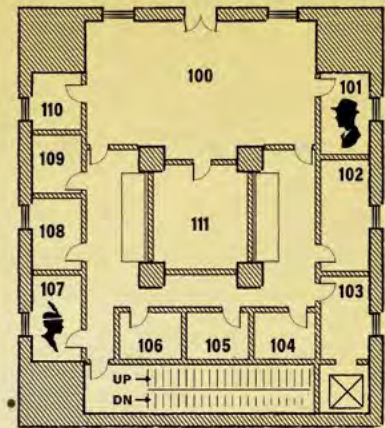
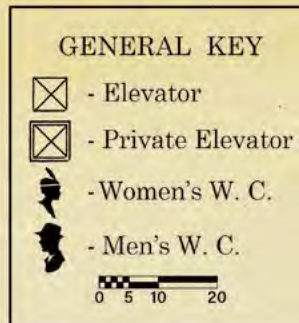
FEDERATED & OIL CHEMICAL

Headquarters Building Detroit, Michigan



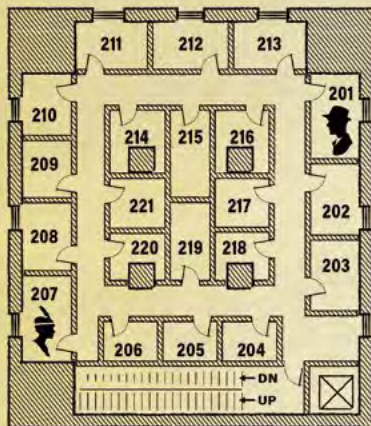
BASEMENT

B1 - Dr. Matherson's Laboratory
B2 - Office
B3 - Lobby for Research Dept.
B5 - Underground Parking



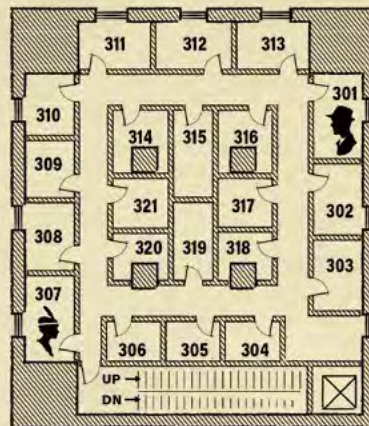
FIRST FLOOR: OFFICES

100 - Grand Reception Lobby
102 - 110 - Offices
111 - Vault Storage



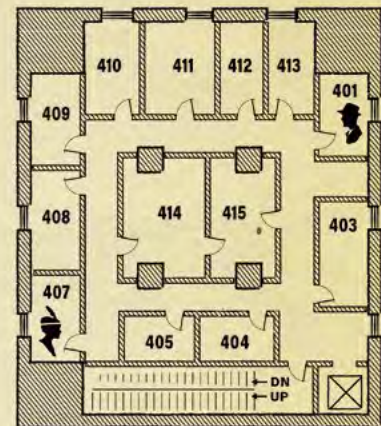
SECOND FLOOR: OFFICES

202 - 206, 208 - 221 - Offices



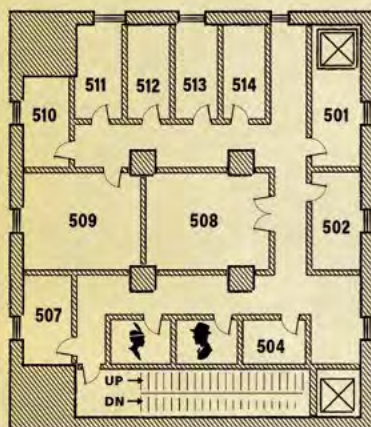
THIRD FLOOR: OFFICES

302 - 306, 308 - 321 - Offices



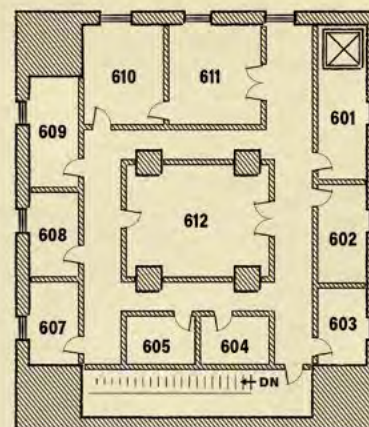
FOURTH FLOOR: STAFF

408 - Laundry
409 - 413 - Staff Quarters
414 - Kitchen
415 - Mess



FIFTH FLOOR: GUESTS

501 - Private Elevator Access
502, 504, 507 - Guest Quarters
508 - Conference Room
509 - Library
510-514 - Guest Quarters



SIXTH FLOOR: ABELARD'S

PRIVATE RESIDENCE

601 - Guardroom 611 - Master Bedroom
609 - Kitchen 612 - Formal Dining and Gallery
610 - Parlor



PLANS AND PREPARATIONS

The day after the investigators arrive at Abelard's residence, preparations begin for the next Vermont trip. How long the investigators are kept here is dependent on the physical and psychological condition they are in (per **Recuperation**, above). While Abelard is keen to achieve his goals, he wants the investigators in reasonably good shape before sending them out again, although he won't wait for someone who requires more than a month to be fully recovered—affected investigators have to make the decision to either join the group regardless of their injuries or be replaced.

Abelard calls a meeting in the fifth-floor conference room (508), during which the investigators are formally introduced to the four people from FOC who will accompany them to Cobb's Corners.

- **Prof. David Drake:** professor of history and folklore, psychologist, and a man well versed in the occult. (**Dramatis Personae**, page 154.)
- **Dr. Sarah Matherson:** medical doctor, forensic pathologist, and one of Abelard's experts on the mi-go. (**Dramatis Personae**, page 154.)
- **Sam Morrison:** battle-scarred veteran of the Great War, who is in charge of security (i.e., capturing and/or killing any of the aliens). (**Dramatis Personae**, page 155.)
- **Larry Nekler:** expert mechanic, electrician, and the man responsible for maintaining the field radio the group can use to call for help in an emergency. (**Dramatis Personae**, page 155.)

Keeper note: this is an excellent opportunity to introduce any replacement investigators; they could be student friends or relatives of the investigators, professionals hired by Abelard to “beef up” the team, or existing members of FOC's staff already known to one of the four characters mentioned above.

The meeting takes the form of a round-robin discussion about the mission and how it is to be performed. Any information the investigators bring to the table is considered with all due seriousness.

Keeper note: as Abelard outlines his plans, allow the players to put forward suggestions to help them feel part of the discussion. Try to avoid just reading out the following text to your players; instead, frame it as a conversation with their investigators, with Abelard and his staff asking for their opinions.

Abelard's plans for the outing are simple and straightforward. The investigators, with the four FOC personnel, are to return to the Maclearan farmhouse in Cobb's Corners—assuming the original farmhouse was left standing and intact; if that structure

was destroyed during Chapter 1, then a farmhouse nearby that site has been purchased by FOC. Once in Cobb's Corners, the investigators can resume interviewing locals for tales and folklore concerning the “strange creatures from the hills.” They should follow up any leads as long as it seems safe to do so. In addition, Sam Morrison aims to lead short excursions into the hills looking for signs of the aliens. Larry Nekler will stay at the farmhouse to maintain a regular schedule of making radio contact with the second FOC team. These transmissions should take place once in the morning, late afternoon, and evening—serving to pass on information and ensure all is well.

At night, everyone will regroup at the farmhouse to compare findings and review any evidence found. For the group's protection, Morrison will spend most of the first day setting up alarms and traps around the farmhouse. In addition, one member of the team should always remain awake and on watch. Morrison and Nekler are scheduled to perform this duty, but ask for at least two of the investigators to share the responsibility.

The team is well equipped—see **Handout: Harvest 14**; investigators are invited to write down any private items they might require. Unless they ask for something totally off-the-wall, like a 75 mm field gun or armor-plated Cadillacs, any reasonable requests will be taken care of.

If the investigators have concerns about the small number of people going with them, Abelard restates that the intention is to minimize drawing attention to the team. The more people, the more likely it is that the mi-go will notice them.

Keeper note: of course, this is a lie—Abelard doesn't want too large a group as that might encourage the mi-go to keep their distance. Any safety concerns raised by the investigators are gently dismissed.

Abelard stresses that a group of well-armed and combat-tested men will be close by and in constant radio contact, their assistance and aid just minutes away. This small army will be encamped in a well-forested area FOC is leasing from a local farmer.

Keeper note: Abelard and his team hope that the dense woodland will provide the second team with plenty of camouflage and cover so that they can avoid detection. It is a hope that will be proven tragically naive.

If during the discussion the investigators mention their encounter with John Jeffrey, the Dream Gate, or any of the strange critters roaming the woods behind the Maclearan farmhouse, Abelard and his companions show no surprise. He apologetically says that a small team he sent to follow up on the investigators' visit traced their movements in the woods, “cleaning up” any evidence of their encounter with the mi-go's twisted experiment (should there have been any left behind).



Supplies

- Bedding
- Canned food
- Bottled water
- Medical supplies
- Kerosene lanterns
- Electric torches (plus batteries)
- Binoculars x three (3) pairs
- Miscellaneous tools
- Chemistry and biology lab (should be everything you need)
- Short-wave radios x two (2)
- Ford model TT truck
- Ford model A car
- Radio antenna—nine(9)-foot tall (to be attached to the roof of the farmhouse)
- Portable generator (use only to power the radio)
- 50-gallon steel drums of gasoline x four (4)

Armory

- Lee-Enfield Mk3 .303 rifles (British) x six (6), with 600 rounds ammunition
- Colt model 1917 .45 revolvers x four (4)
- Thompson M1921 submachine guns x two (2), with 800 rounds ammunition
- Very pistols (flare guns) x three (3), with 50 flares for each (150 total)
- Case of 24 hand grenades x one (1)

CONVERSATIONS WITH DR. MATHERSON

Before returning to Vermont, the investigators may want to learn more about the mi-go. Dr. Matherson is an excellent source of information on this topic and answers any physiological questions about the aliens to the best of her knowledge. She can provide the investigators as much information about the Fungi from Yuggoth as the Keeper wishes to impart. Suggested pieces of knowledge are:

- The mi-go are aliens and not native to the Earth.
- They possibly come from somewhere referred to as “Yuggoth.”
- Physically, they appear to be a strange fusion of flesh and fungus, able to change their skin color at will.
- Some have wings and are able to fly.
- They communicate by producing a buzzing, insect-like voice.
- The aliens are looking for something on Earth, perhaps minerals or metals, as they are mostly glimpsed in remote mountainous areas.
- They are interested in human brains, as corpses have been found with their brains completely and surgically removed. Some form of brain transplantation technology appears to be in evidence.
- They have some form of mind control and seem able to recruit humans to do their bidding.
- The aliens utilize tools and strange, deadly weaponry.

Keeper note: depending on their previous interactions with the mi-go, some or all of the above may not be news to the investigators.

Discussing the mi-go with the doctor results in the following possible awards:

- +5 percentiles to Science (Biology).
- +2 percentiles to Cthulhu Mythos.
- Loss of 1 Sanity point if a **Sanity** roll is failed.

An Invitation to the Basement

If one of the investigators clearly has a good knowledge of science or medicine (i.e., above base skill value), Matherson may offer them a rare treat—the chance to enter the basement and hear a recording of the interrogation of the only live mi-go that FOC has been able to capture. Investigators considered mentally unstable (i.e., suffering from an indefinite insanity) are not invited or allowed down into the basement.

Those investigators invited to view Dr. Matherson’s laboratory find the basement area well-lit and clean, though a strange mixture of scents—mainly mold and bleach—permeate the air. From the vestibule where they first entered the building, they are led into a lobby area (B3) where the scientists put on their lab coats and wash their hands in a large circular sink. Two doors lead



The basement

off from the lobby: through one is an office (B2), while the other is a large laboratory (B1) equipped with scientific and medical tools. Around the central workspace, the rest of the basement is either clear or taken up with metal framed cells, each about 6.5 feet (2 m) tall; all covered with heavy curtains.

What vile artifacts of the Mythos (if any) lie in wait here for the inquisitive investigator is left to the Keeper's imagination. Possibilities include any of the Dreamland's creatures from the maple tree forest, such as vivisected zoogs or dissected Lengites—even John Jeffrey's remains wired up to medical apparatus, assuming the investigators didn't completely destroy or bury his corpse.

Keeper note: adding such elements from the Dream Gate sequence of **Chapter 1** should suggest to the investigators that FOC has been shadowing their footsteps for some time, perhaps even sowing seeds of doubt about Abelard and his company's motives.

As the doctor leads the investigators to the workspace, they see three cells where the curtains are partially open. In the first is a steel examination table fitted with several leather restraints; an electric generator sits on the floor nearby. The second cell contains people who appear to be studying two mummified bodies. Behind the scientists, who are gingerly removing dehydrated organs from the two corpses, are several (yet untouched) mummified bodies submerged in a large tank of water. Inquisitive investigators are gently steered away by Matherson, who reaches past them to close the curtains on this scene. If pressed, the doctor explains the remains were recently discovered in the Andes in a supposedly derelict mi-go base. Matherson comments that they believe the mummies to be a previously undiscovered form of the mi-go, perhaps one designed to mimic human appearance. Although they can't get a particularly good look at what exactly is going on, what is seen provokes a **Sanity** roll (0/1 loss).

Keeper note: the mummified bodies are actually deep ones. See **Unexpected Consequences** (page 184) for further details.

The third cell contains several items originally found with the mummified remains: hunting spears, obsidian knives, rough-hewn gold jewelry, and a greenish-black tablet (see **The Andes Tablet**, nearby). Matherson explains that a team of the country's best cryptographers is being assembled to analyze the unknown language written on the stone.

The Recording

Matherson leads the investigators to an area containing a phonograph and chairs. She explains the investigators are about to hear a recording of an interview she conducted with

THE ANDES TABLET

R'lyeh glyphs, author and date unknown

The tablet is carved from a curious greenish-black stone that, with a successful **Science (Geology)** roll, can be identified as extraterrestrial in nature. Carved into its surface are curious symbols and sigils in no known human language (R'lyeh glyphs). Additionally, chiseled into the center is a crude depiction of a humanoid figure, hunched over with wings spread and great clawed hands resting upon its knees. The figure's head is octopoid in appearance and exudes a brooding malice.

If deciphered, the tablet is essentially a meditative device created to assist the deep ones in communicating with their god. The text describes the coming of Cthulhu and its kin from outer space and the glory of the god's eventual return.

- **Sanity loss:** 1D6
- **Cthulhu Mythos:** +0/+2 percentiles
- **Mythos Rating:** 6
- **Study:** 12 weeks
- **Spells:** Contact Cthulhu



an alien on November 18, 1926. FOC agents had captured a mi-go two days earlier in the Himalayas. An attempt to film the interrogation was also made but, amazingly, the creature did not appear on the film. When viewed, it was as if the doctor was talking to herself. The doctor is astounded if one of the investigators shows her Richard Wendell's photograph of the mi-go (**Handout: Harvest 2**) or the brain cylinder and other tools from the conclusion of **Chapter 2**.

At this point, the doctor shows the investigators an artist's rendition of the scene, drawn after the fact by one of the observers (**Handout: Harvest 15**). Very painful electric shocks were administered to the alien to induce it to speak. Matherson then plays the recording (**Handout: Harvest 16a and 16b**). Listening to the entire recording (particularly the uneasy and horrific sounds of the creature being electrocuted) provokes a **Sanity** roll (0/1D3 loss) but grants +1 percentile to the listener's Cthulhu Mythos skill.

CONVERSATIONS WITH ABELARD

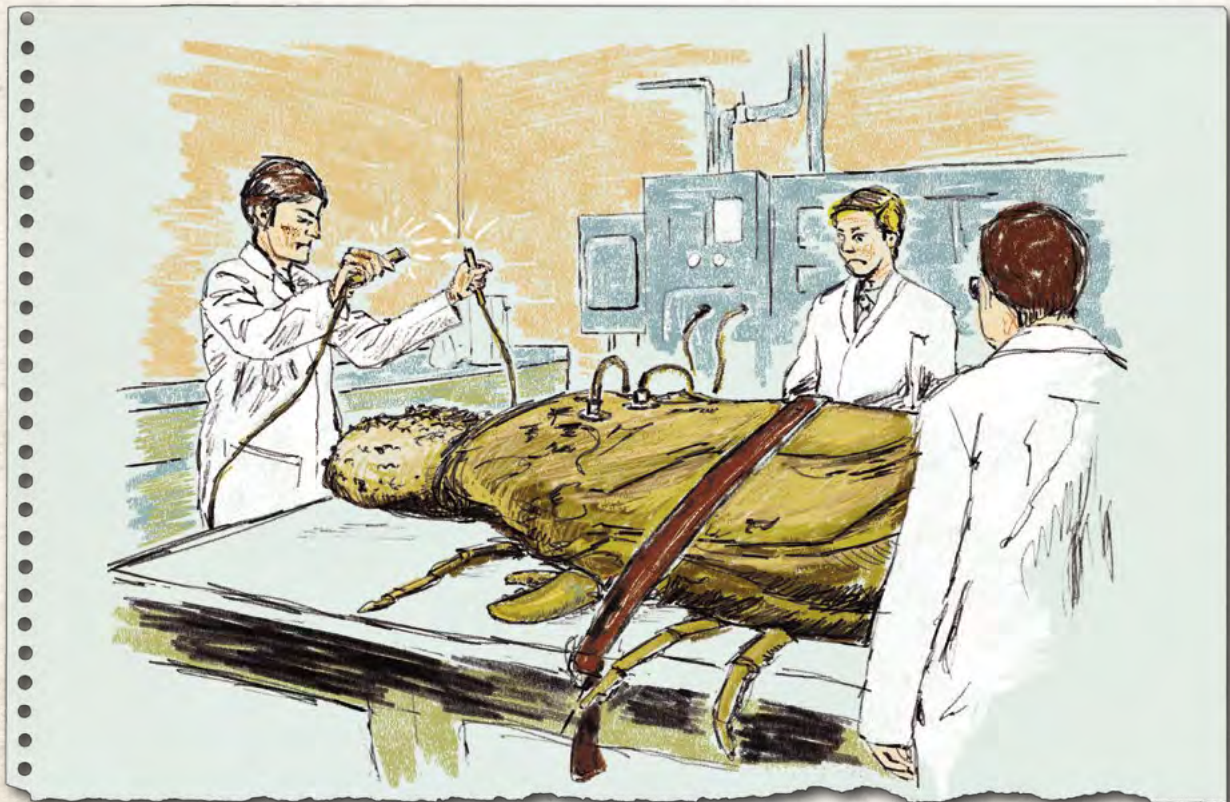
While he is absent for long periods, the investigators may wish to arrange an appointment via Miss Preston to speak with Abelard about the plan, the mi-go, and why

the millionaire has gone to so much trouble and expense. If approached during the interview with a successful social skill roll, such as **Charm** or **Persuade**, Abelard allows an investigator to read from his private journal. The journal records the man's study and hunt for the elusive mi-go (see **The Abelard Journal**, page 167).

In conversation, Abelard is a forceful personality. While he clearly despises the mi-go, viewing them as "*alien scum*" who are trespassing on "*his*" planet, he is genuinely pleased the investigators have joined his team, calling them, "*brothers and sisters in our fight for humanity*." A successful **Psychology** roll confirms that Abelard is single-minded and relentless in his pursuit of revenge for his son's death. Despite this, Abelard is a wonderful host, always attentive to his guests and keen to make their stay as comfortable as possible. If any concerns regarding the plan are raised, he listens carefully, and, if appropriate, he takes steps to accommodate any reasonable requests.

Keeper note: keep in mind, regardless of how affable and accommodating he seems, Abelard does not deviate from his actual goal for the mission, nor will he reveal that goal to the investigators, no matter how charming or persuasive they might be.

Handout: Harvest 15



THE ABELARD JOURNAL

English, written by Michael Abelard, 1922–1930

Written in Abelard's scrawling hand, the first entry is dated May 21, 1922, just nine days after the climbing accident that cost his son's life and broke Abelard's back. This first page contains a vow to make those responsible pay. The rest of the journal, spanning almost eight years, attests to the man's passion and thoroughness in completing his single-minded task.

The journal is filled with detailed notes of Abelard's hunt for mi-go, from his initial search through folklore and books of ancient wisdom, to his use of FOC's personnel to conduct field research. Later, the journal records the information his scientists and researchers have gathered about the aliens along the way.

A particular version of the Contact Mi-Go spell is described, named "Procedure to Beckon Mi-Go." Abelard discusses its use in calling the aliens out to allow his agents to eliminate

those who respond. He also notes that only one alien has been successfully captured, noting with anger that it died before any information of real value could be drawn from it.

- **Sanity loss:** 1D6
- **Cthulhu Mythos:** +1/+2 percentiles
- **Mythos Rating:** 9*
- **Study:** 12 weeks
- **Spells:** Procedure to Beckon Mi-Go (Contact Mi-Go)**

**If used as a reference source solely for mi-go lore, the Mythos Rating is increased to 30.*

***Due to the Fungi growing wise to Abelard's tactics, using this version of the Contact Mi-Go spell has a 30% chance of summoning a large and well-armed group of mi-go, who attempt to kill all humans present.*

PICTORIAL KEY TO SOME COMMON FUNGI FROM YUGGOTH
STANDARD MI-GO WITH 2 NIPPERS,
6 LEGS, AND 4 WINGS



STARTS:

Dr. Matherson: Can you hear me? Can you understand me?

Subject: (A slow, almost mechanical sounding high-pitched buzzing voice.) Yes, we understand.

DM: You have been here for two days, why did you wait until now to speak to me?

S: We did not speak your language.

DM: You mean that you learned English in just two days? How?

S: Listening to human speech. Since capture two solar cycles ago.

DM: That's amazing. So why do you wish to speak to me now?

S: Hungry. Require food.

DM: Well, I've tried feeding you everything I can think of . . . but you haven't eaten anything.

S: Cannot consume food. Must return to Mountain.

DM: Well, I just can't let you go back to the Himalayas now can I?

S: We have not harmed you. Leave us to be left alone and in secret. No harm to you. Need food. Will die.

DM: Well... I'll see what I can do, but let's get back to the questions shall we. What shall I call you?

S: We are Mi-Go.

DM: Mi-Go eh? We found you in the Himalayan Mountains. Where did you come from before that?

S: Far away. You do not know of it yet.

DM: Yes, but what is it called? How far away is it?

S: Very far. Food. Must have food . . . soon.

DM: I'll get you some food soon, but I must know more about this place.

S: Food. Food.

Handout: Harvest 16b

DM: I warn you, if you do not answer my questions I will be forced to administer an electric shock to make you talk.

S: Talk no more. Must have food! Food!

(A flurry of sounds lasts for three minutes of the recording. The cacophony seems to include an electric hum, the hiss of static discharge, a metal scraping sound, Dr. Matherson shouting for the mi-go to answer the questions, and an eerie, buzzing scream. Finally, the subject speaks an almost unintelligible word.)

S: Yug-goth...Yug-goth. We come... from Yuggoth.

DM: And where is this Yuggoth?

S: Ninth planet... in this system.

DM: You're lying. This solar system only has eight planets. Am I going to have to turn the electricity back on?

S: No. Your species has not... found it yet.

DM: Well what brings you to Earth then?

(A ten second pause.)

DM: I asked you what is your reason for being on Earth?

S: Food. I must have...

(A return of the horrific sounds of an electric hum and an ear-splitting, high-pitched wail. One minute silence followed by buzzing sound that begins to form words.)

S: Ia! Ia! Shub-Niggurath! Black goat of the woods with a thousand young! Ia! Ia! Nyarlathotep! Release me!

(This, repeated three more times, then subject falls silent. Electric hum heard and further high-pitched wailing.)

DM: It appears that the subject, this "Mi-Go," has died. Its head is no longer changing colors and the process of decomposition appears to be advancing rapidly. Its whole body is beginning to discolor to brown and quickly putrefy. End the recording. I have to rush the carcass to the lab and start an autopsy before its too late.

ENDS

FEDERATED CHEMICAL & OIL - MATHERSON LABORATORY

INTERLUDE: MISSION TO CANADA (OPTIONAL)

If the Keeper intends to play through this optional sidetrack adventure, it should take place once the investigators have had the opportunity to speak with Matherson and Abelard (and/or any of the other team members) about their upcoming return to Vermont. If the Keeper wishes instead to move on with the central plot, then this sidetrack can be ignored, with play skipping ahead to **Unexpected Consequences** (page 184).

Keeper note: if the investigators were badly hurt during their interactions with the mi-go agents at the end of Chapter 2, you may wish to skip this sidetrack in favor of them making a full recovery. Likewise, if they are at FOC under duress—insisting they take part in another mission beside the one they've already been strong-armed into—this sidetrack may be a step too far for some players. If there's any chance that the investigators won't go for it, don't make them the offer to take part. Otherwise, this mini-scenario provides an interesting change of antagonist, proving that not all heinous acts are carried out by alien creatures from beyond the stars. It may also serve as an alternative way to recruit new investigators into the campaign (see **Another Way In**, page 172).

Assuming the Keeper does intend to send the investigators across the border, then Abelard calls them into the conference room and explains that reports have reached him regarding the discovery of two mutilated bodies in La Tuque, a small city in Canada. He suspects the deaths are connected to the mi-go, as the tops of their skulls had been sliced off and the brains removed. A hilly, forested region surrounds La Tuque, and, although the nearest mountains are some miles off, Abelard feels the mi-go are somehow involved—he wants the investigators to go to La Tuque and look into the matter for him. FOC will cover all costs and expenses, and the main mission to Vermont will be put on hold until the investigators return. Abelard is keen to ensure the investigators make the most of this unexpected opportunity to gain further insight into the mi-go's activities before they head back to Vermont.

As long as the investigators agree to go, Abelard says that transport is waiting to transfer them to a private FOC airplane that will take them to Quebec. He has also wired ahead to have one of his men, Nicolas Thibault, a former full-time FOC lawyer, meet the investigators on arrival. They have just enough time to gather a travel bag together before they are whisked off into the waiting car.

KEEPER INFORMATION

While this short scenario isn't, in reality, linked to the campaign's core narrative (no matter what Michael Abelard might think), it does serve to build paranoia about the global threat posed by the mi-go. With success, the investigators are reminded that the aliens are not the only dangers lurking in wait for them out in the real world. Although designed to be played in a single session, it could stretch to two, depending on the investigators' course of action.

At first glance, the situation may look to be a cut and dried case of mi-go intervention, but it has nothing to do with the aliens at all. In fact, the dead men were actually the victims of a serial killer. The murderer, Father Maxime Dubois, runs a small center for homeless men on the east side of La Tuque: The Young Men's Christian Fellowship Center, which he uses to select his victims. Dubois, a man as dangerous as any mi-go agent, is soon to choose his next victim, and the investigators may just prove interesting enough to attract his attention.

La Tuque, Canada

La Tuque is a city in north central Quebec, Canada, on the Saint-Maurice River. Isolated in a huge, hilly forest zone in the heart of the Maurice region, it was built at the start of the 20th century upon the site of a former trading post. The indigenous Atikamekw people originally inhabited the territory; however, in the early 1850s, settlers were drawn to the area to exploit the forest's resources. The town was built upon the pulp-milling industry. By 1904, the Brown Corp, an American paper company, bought the neighboring lands and constructed a pulp mill powered by electricity from a dam, and the town proper was born. Apart from the pulp mills, the city is now the gathering point for forest workers. The majority of residents are French migrants, and, as such, many speak French as their first language.

Although called a city, La Tuque appears quite small by American standards and certainly doesn't come with the hustle and bustle of the ones in the USA. The streets and sidewalks are wide, and trees and grassy lawns surround most of the houses and businesses. Many buildings proudly bear the Canadian flag. Pedestrians are well wrapped against the chilly air, and traffic is minimal.

Surrounding the city are the ever-present hills covered in forest. Boulevard Ducharme bisects the city, with the paper mills and the Saint-Maurice River to its west.



La Tuque Quebec

Post Office est. 1887

1. *La Tuque Railroad Station*
2. *Police Station*
3. *Train Yard*
4. *YMCFC*
5. *Justine's Hardware*
6. *The Charnel House*
7. *Anthony Cornett's Body*
8. *Nathan Roche's Body*

0 500 1000 Feet
0 150 300 Meters

START: WELCOME TO CANADA

The investigators reach Canada by private FOC airplane, arriving at the Aéroport Saint-Louis in Quebec City. From there, a taxi (organized for them by Nicolas Thibault) takes them to the Gare du Palais (Palace Station), and then they are directed to take the Canadian National Railway. With first class tickets already awaiting them, they arrive at the La Tuque Railroad Station (1) some three hours later. Their first sight of La Tuque is of a small city surrounded by hills covered in thick woods. Smoke can be seen rising from the many paper mills flanking the wide Saint-Maurice River.

Upon leaving the train, the investigators cannot help but detect the strange odor permeating the air. It is sulfurous and quite disgusting, but no one else seems to notice it.

Keeper note: this is nothing sinister, just the smell of pulp production; the investigators probably won't be aware of that, which all helps to feed into any paranoia they may be developing.

The investigators' liaison, Nicolas Thibault, is easy to find, as he is standing on the platform bearing a small sign with the letters "FOC" on it. He is short and thin, blond-haired, and dressed in a dark blue suit; a tan leather trench coat and a black fur aviator hat protect him against the cold. Speaking

with a French accent, he introduces himself and then tosses the sign into a nearby wastepaper bin before asking the investigators if they would like to join him at the station café. Once there, he begins his story.

Thibault's Story

Before he begins his briefing, Thibault informs the investigators that he doesn't know what business they usually do for FOC; he's aware that Abelard has sent the team to look into the recent murders, and that's all he needs—or wants—to know.

The lawyer then explains that two men—Anthony Cornett and Nathan Roche—were recently found dead under strange circumstances. Both were rumored to be living on the streets. Thibault was able to discover from a contact he has on the police force that the tops of their heads and their brains were missing, although this information became common knowledge shortly before the investigators arrived. In charge of the case is Detective Julien Degarmo, who Thibault recommends the investigators seek out first (see **The Police Station**, following; also see page 173 for Degarmo's profile).

If asked about the strange smell around the city, Thibault explains it's the paper mills and comes from cooking sulfur and water to soften the wood pulp. "You'll get used to it," he sighs. "Everyone does."

ANOTHER WAY IN

If the players' previous investigators bowed out of the campaign because they were reluctant to face the mi-go again, then **Mission to Canada** provides an opportunity to introduce new investigators for Michael Abelard to recruit. The setup is similar—Dubois is murdering homeless men selected from his "congregation" at the Y.M.C.F.C—but the investigators are either newly-created locals looking into the unexplained deaths or existing investigators who just happen to be in Canada for other reasons, perhaps sent there by an investigator organization, such as *Strange but True!* (*Call of Cthulhu: Investigator Handbook*, page 126). If using the latter option, then the case doesn't even have to take place immediately after the events at Miskatonic University—it, and the mi-go, can wait until the stars are right for the investigators to become embroiled in Abelard's schemes.

New investigators could be members of La Tuque's homeless community, former work colleagues of one of the dead men, local police officers assigned to the case, staff from the coroner's office, reporters looking for a juicy story—even members of the clergy alarmed at some of the rumors leaking back to them about Father Dubois' activities—or a mix of any or all of the above.

Regardless of their origins, the investigators' actions in dealing with the case bring them to the attention of Nicolas Thibault, and through him, Michael Abelard, who seeks to recruit them into his organization, leading them either to FOC in time for the deep one attack (**Unexpected Consequences**, page 184) or straight to Cobb's Corners (**Chapter 4**), as the Keeper wishes. The Keeper should adjust the details of this sidetrack adventure and the scenarios that follow on from it as required to best fit their game.

Thibault gives the investigators his business card and an envelope containing 500 Canadian dollars (for game purposes, equivalent to \$500 US) for their expenses on the trip. He has one of the investigators sign a receipt for the money. He says the Hôtel Beaudetmore is nearby and recommends they stay there, should they need to remain overnight. He provides directions to the police station (2), which is located at 1060 Blvd Ducharme, just to the south of the train station. Lastly, he explains that he won't be able to provide any real assistance with the police; however, he can help the investigators with other things if they give him a call, which they should also do as soon as they have found anything of substance. With this, he nods and departs.

THE POLICE STATION

The smell of sulfur grows stronger as the investigators approach the police station, which they should reach after a short walk from the café. Lawns surround the unimpressive, one-story police station. A parking lot sits to the right, complete with three squad cars. The plaster-walled reception has two rows of benches and an alcove in the wall facing the door where the desk sergeant sits. Notice boards line the walls; its notices are all written in French. The desk sergeant smiles pleasantly as the investigators approach.

Presumably, the investigators ask to see Detective Degarmo. They need to have a plausible reason for seeing him, such as saying they want to talk about the murder victims. The desk sergeant asks them to be seated in the reception area while he goes to inform the detective of their presence.

PARLEZ-VOUS ANGLAIS?

When speaking with a citizen of La Tuque have the investigator make a **Luck** roll. Success means they have found someone who speaks English. Failure means the person only speaks French. If the investigator doesn't know any French, they might try pantomime and talking really slowly (because that's sure to help, right?). The Keeper may wish to make a **Psychology** roll for French speaking NPCs to see if they can get the gist of what the crazy investigators are saying. Of course, a better method would be for the investigators to call on Thibault to act as a translator. Note that any social skill rolls are at Hard difficulty when speaking through a translator.

Detective Julien Degarmo

A short, overweight man with combed-over black hair enters reception. His brown suit is heavily creased, and his thick jowls are unshaven, but his black shoes are freshly polished. He asks the investigators their business in an abrupt manner. Unless they really go out of their way to make up some preposterous story, Degarmo is satisfied with their explanation, and he leads them down a white corridor lined with doors. The second door to the left leads to his office: a small, square, white-walled room lined with filing cabinets with a desk against the west wall. A window looks out to the north. Once the investigators are inside, Degarmo squeezes behind his desk and slumps into his seat. There is only one spare chair in the office, and this is piled high with files, as is the desk.

When asked about the murdered men, Degarmo tells the investigators the first victim, Anthony Cornett, was discovered dumped in the woods near the Rue Elizabeth (7). They could find no trace of the top of his head or of his brain. The medical examiner said a saw was used *antemortem* (pre-death) to remove his upper scalp and cranium. Cornett was a mill worker who got laid off some months ago. By the condition of his clothes, Degarmo suspected he was sleeping on the streets, but a card on his body for a homeless refuge called the Y.M.C.F.C (4), up on the Rue du Côteau, suggests he'd spent some time there.

The other man, Nathan Roche, had no identification but the name on the tags on his clothes. He was found in the outskirts of the woods near the Rue Roy (8); his brain and upper skull also missing. His name is French, and the police assume he was a local, although the officers didn't recognize him. They tried talking to some of the local homeless men but nothing of value came from it. A sketch of the deceased was distributed locally, but no one has come forward to say they recognize Roche.

If asked about any leads on what or who killed the men, Degarmo replies, "*I wish. Perhaps they were both in some kind of bizarre mill accident? Not much credence to that, though. Ran afoul of moneylenders, gangsters? We don't have trouble with that sort here. If you find anything out, you just come back here and let me know.*"

Investigators wishing to see the bodies will be disappointed; with no family to claim them, the remains have already been cremated.

If asked for the exact locations where the bodies were found, Degarmo reluctantly draws a simple sketch map with crosses marked on it. "*I don't have the man-power to spare to take you,*" he explains, "*just follow the footprints.*"

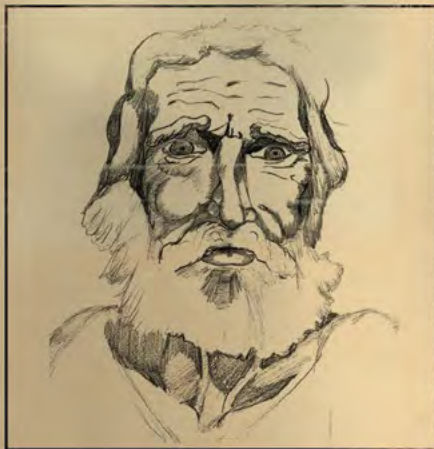
Keeper note: mark the discovery locations of Anthony Cornett's (Rue Elizabeth; 7) and Nathan Roche (Rue Roy; 8) on the players' map of La Tuque.

When leaving the police station, call for a **Spot Hidden** roll in the reception area. A success means the investigator identifies a sketch of Nathan Roche among the other notices on the boards (**Handout: Harvest 17a**). It shows a nondescript, middle-aged man. In French, below the face, it says: “*Do you know this man? Nathan Roche, age unknown. Please contact Detective Degarmo at La Tuque Police Station.*” The investigators can easily steal the sketch from the wall, presuming the desk sergeant is distracted (a successful **Sleight of Hand** or **Luck** roll). Alternatively, they could just ask if either Degarmo or the desk sergeant has a spare they could take (they do).

The investigators hopefully now have some clues: the locations where the bodies were discovered, the Y.M.C.F.C., and possibly the idea to interview some of the town’s homeless people. If they give Thibault a call to tell him what they’ve found and ask about where the homeless tend to gather, he suggests they look around the east side of town.

Handout: Harvest 17a

Connaissez-vous cet homme?



Nathan Roche.
Age inconnu.

Contactez le détective
Degarmo à la station de
police de La Tuque.

ANTHONY CORNETT’S CRIME SCENE (7)

Rue Elizabeth runs along the eastern side of the city, a long road of two-storied homes and various small businesses. Degarmo’s sketched marker lies about halfway down the road at a section where woods press into the city. It doesn’t require a **Track** roll to detect the heavily-walked path leading into the trees. If followed, the path meanders for about 20 feet (6 m) and then stops in a small clearing filled with footprints from the investigation.

A close search (or a successful **Spot Hidden** roll) of the area reveals a few sets of claw-shaped indentations or tracks in the clearing’s northeast corner—these are actually heavily weathered deer tracks, but the investigators might not know this unless they succeed in a **Natural World** or **Science (Biology or Zoology)** roll. A **Cthulhu Mythos** roll proves useless (if fumbled or a pushed roll is failed, the tracks can be misidentified as anything the Keeper wishes). The tracks disappear shortly beyond the clearing. Other than the area being a point where the forest meets the city, there are no clues to be found here. No amount of time or searching finds any evidence of the Fungi unless the Keeper wishes the aforementioned bad **Cthulhu Mythos** roll to misdirect the investigators into believing that the tracks they found could belong to a mi-go.

NATHAN ROCHE’S CRIME SCENE (8)

Rue Roy is another long road of houses and businesses. Degarmo’s marker indicates a spot at the very southern edge of the road near where it stops at the tree line. There is no path here, and a successful **Track** or Hard **Spot Hidden** roll may be needed to find a set of footprints heading into the woods. Following the footprints leads the investigators to a small clearing. Here, a search detects a set of drag marks, from the dead man’s heels no doubt (**INT** roll if the investigators fail to make the connection), coming from the north. If the drag marks are followed, they continue for around 100 feet (30 m) into the woods. At this point, call for a **Spot Hidden** roll: if successful, a small piece of black cloth is found snagged on a branch. The tracks continue to a large overgrown field where the trail goes cold.

As at the site where Anthony Cornett’s body was found, no amount of time or searching finds any evidence of the mi-go.

INTERVIEWING THE HOMELESS

If the investigators head to the eastern side of town, after a little wandering they're bound to encounter a couple of homeless men on a street corner. The men's clothes have seen better days, and their faces are lined and weatherworn. Even from a distance, they don't smell too good either. The men fall quiet and start to head away from the investigators if approached. A successful social skill roll (such as **Charm**, **Persuade**, or **Fast Talk**, possibly even **Intimidate**) is needed to stop the men in their tracks. The two are suspicious of strangers, especially ones they view as "foreigners," so after being stopped, they answer all questions in the negative. A cash bribe of \$5 Canadian each works wonders, though (if the investigators don't think of it themselves, have them make an **INT** roll). Once paid, the homeless men introduce themselves, in French accents, as Harold and Joseph.

Keeper note: if the investigators offer more money than this, they are considered as easy marks—word about them quickly goes around town, and, consequently, they might get jumped and robbed at knifepoint later on, at the Keeper's discretion (perhaps a failed group **Luck** roll).

If asked about the missing men and given their names, Joseph replies that he knew Cornett: a quiet man who hung around with him for a couple of months before he upped and went to stay in the priest's house on Rue du Côteau. He has never heard of Roche.

Shown the picture of Nathan Roche, Harold clearly recognizes the man. He says Roche came to town a while back looking for work. Harold later saw him and Mickey palling around. Mickey is a hobo who blew into town a few weeks back from parts unknown, who usually lays low down by the train yard (3).

THE TRAIN YARD (3)

The train yard is located in the northwestern corner of the city, a grim and dusty area filled with freight cars lined up along the scores of tracks. The train cars form a veritable maze—so much so that the investigators have a hard time finding the man they're after. While they hunt for him, call for a group **Luck** roll: if failed, the investigators are approached by a rail worker and told to leave the yard, as it's private property. A successful social skill roll is needed to convince the worker to let them stay; otherwise, they are escorted from the yard and will have to return later.

After half an hour of searching the train yard, the investigators come across a large, sour-faced man dressed in raggedy clothes, sitting in an open rail car taking sips from

a bottle of moonshine. If asked his name, the hobo—who fits the description of Mickey given to them by Harold—waves a filth-encrusted fist threateningly at the investigators and tells them in no uncertain terms to leave him alone. Not easily intimidated and leery of strangers, it takes both a cash bribe and a successful **Charm**, **Fast Talk**, or **Persuade** roll to get him to open up. If **Intimidate** is used, the roll requires a Hard success.

Keeper note: Mickey is an American and a criminal on the run from the police in Vancouver after he beat another man half to death in a bar fight.

If convinced to talk, Mickey tells the investigators he hung around with "*that weasel of a friend*" Nathan for a few weeks until he got to go live at "*that no-good priest's house*." Mickey wasn't allowed in the house due to the fact someone had warned the priest about Mickey's temper—no doubt the afore-mentioned weasel. With this, Mickey starts grumbling and swearing to himself—if the investigators loiter any longer they may just get a bottle thrown at them.

FINDING THE PRIEST'S HOUSE

The Rue du Côteau (between 4 and 6 on map) is located in the northeast of the city. If the investigators ask pedestrians they can get directions. They can also find their way to the priest's house if they call Thibault, as they promised. Thibault asks them to meet him at a café near the Rue du Côteau, on the south corner of Côteau on Rue Gouin. The café is actually Justine's Hardware (5), a store and café known for its good coffee. If the investigators mention the Y.M.C.F.C. to Thibault, he says it's the Young Men's Christian Fellowship Center and that they could talk to the priest there, Father Dubois—which the investigators were, no doubt, already thinking of doing.

Dressing Down?

Inventive investigators might think to disguise one or more of their number as homeless people (if they aren't actually homeless already; see **Another Way In**, page 172), allowing them to see Father Dubois' house from an insider's point of view. With a bit of thought, an investigator could look like a hobo quite easily: dirt smeared on clothes and face, some rips to the knees and the pockets, etc. There are even the materials to create a stick-bundle available in Justine's Hardware store, if they want to be the stereotypical tramp. If time is taken to affect a "good" look, allow a bonus die to the investigator's **Disguise** roll.

Meanwhile, the other investigators may decide to come up with a suitable excuse to allow them to approach Father Dubois.

If Thibault is involved in their planning, he suggests they tell the priest they are from out of town and looking to give donations to charitable causes. Any investigators from the local police can, of course, call on and question the priest (although this may raise his suspicions). Investigators who are members of the clergy may use the excuse of paying their respects to a fellow preacher or researching hostels with a view to setting up one in their home town, assuming they're not local.

YOUNG MEN'S CHRISTIAN FELLOWSHIP CENTER (4)

The Rue du Côteau is a street of large, two-storied terraced brick houses, all with stone steps leading to the front door. The Y.M.C.F.C. is at number 12 and stands out from the other houses as it has three down-and-outs sat on the stairs rolling dice. If approached by the investigators, the men are uncommunicative; however, if approached by an investigator dressed like a tramp, they are far friendlier and are greeted with, *"Hello brother, go on inside if you're looking for a place to stay."* They are not helpful if questioned about the missing men—they didn't know either of them. The front door to the house is unlocked.

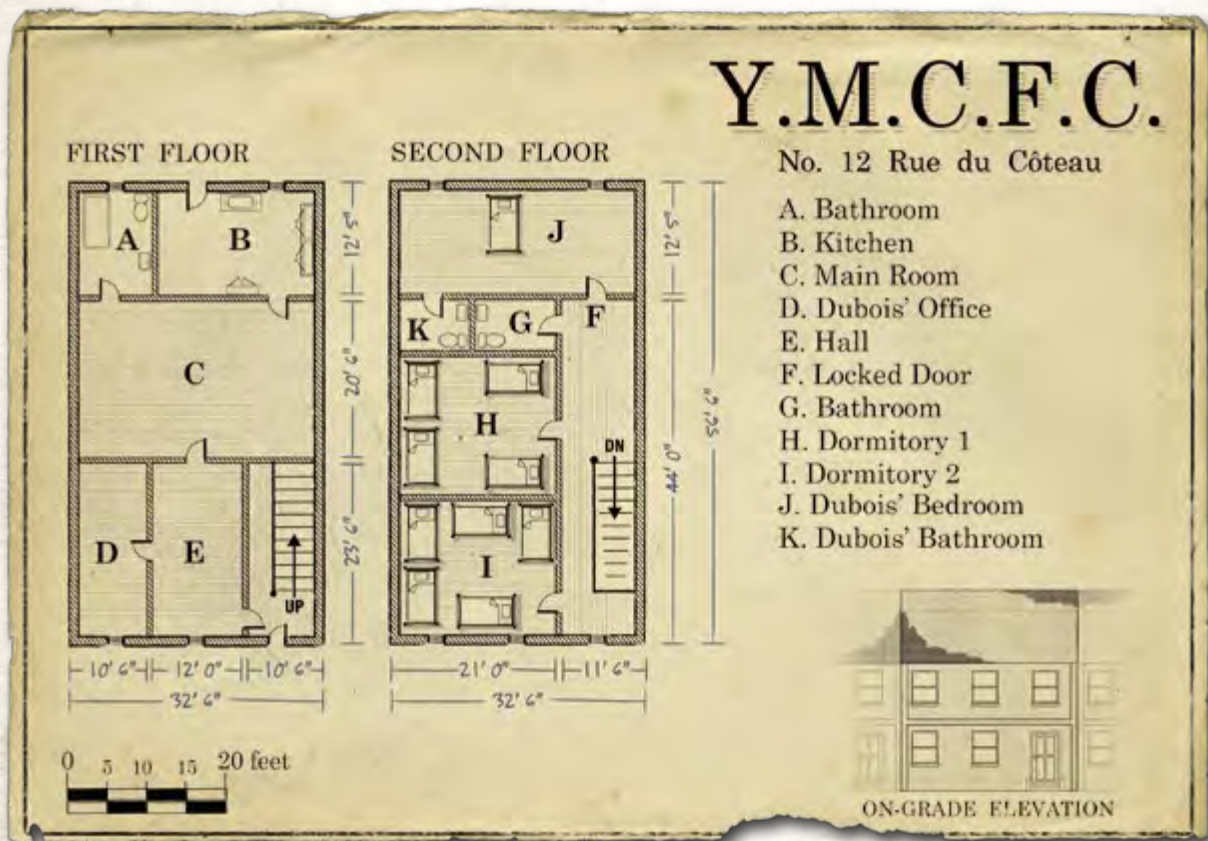
Inside the Center

After stepping through the front door, the investigators find themselves in a plainly decorated entryway, with a stairwell leading to the second floor. A door on the left leads to the "Hall." The hallway is quite dark due to the lack of external windows.

The "Hall" (E)

A large, oak-paneled room, the "Hall"—as it is jokingly known by the residents due to the grandeur of its paneling—has a door leading to Dubois' office (D) and, toward the rear, another door leading into the main room, where many of the guests spend their time. A single window provides the room with some natural light; a dusty chandelier hangs from the ceiling. There are a lot of chairs in this room, and there is a 50% chance Father Dubois is here, reading from a Bible, while a group of tramps lounges in the chairs feigning interest. Otherwise, it is empty.

If well-dressed investigators interrupt the sermon, Dubois stops what he's doing and asks their business. If used, Thibault's "charitable investor" idea works like a charm, and Dubois is keen to discuss this in more detail with the investigators. He stops the sermon and leads them through



the door toward his office (see **In Conversation with Dubois**, nearby).

If a disguised investigator interrupts the sermon, Dubois asks him* to sit and makes him wait through an hour of droning Bible talk before the priest stops. The investigator is then taken aside for a brief interview. Dubois asks for the investigator's name, what he did for a living, and how he came to be on the streets. The priest appears amenable to the investigator's plight, telling him he can have a bed upstairs before directing him up to the second floor (see **The House of the Homeless**, page 178).

***Keeper note:** the Y.M.C.F.C. only caters for down-on-their-luck men; unfortunate ladies are directed to women-only establishments elsewhere in the city (which play no part in this scenario). Of course, a female investigator may be able to infiltrate the home if they can successfully pass themselves off as a man (a successful **Disguise** roll).

The Main Room (C)

This room is also oak-paneled and has a large oak table at its center. It is illuminated day and night by a chandelier as there are no windows. Depending on the time of day, the down-and-outs may be seated around this table eating the food Dubois has prepared for them; otherwise, a handful are seated around the table playing cards. The room has two doors in its north wall, one leading to a bathroom (A) and the other to a well-stocked kitchen (B). If the investigators haven't encountered Dubois already, questioning one of the residents directs them to his office (D).

Dubois' Office (D)

Dubois' office is decorated with green wallpaper and a thick carpet to match. A desk is flanked by two empty bookcases, with illumination from a window in the south wall for day and an overhead electric light for night. On the desk stands an oil lamp, an ink blotter and pen, a couple of newspapers, and a phrenology head—sticky with fingerprints from use. There are half a dozen chairs stacked near the door.

If the investigators were directed here by someone in the main room, Dubois asks them their business; again, the "charitable investor" idea gains them an interview (**In Conversation with Dubois**, page 178). Other ploys may also work depending upon the Keeper and the situation. A disguised investigator gets the same treatment as previously described.

The Second Floor

A staircase leads up to a long corridor. Three doors stand along the western wall of the corridor; the first two open into rooms lined with guest bunk beds (H and I). A few men can be found sleeping here at any time of the day. The third door

leads to a small guest bathroom (G). A fourth door (F), at the far end of the corridor, is usually kept locked and leads to Dubois' private bedroom and bathroom (J and K). There is nothing of interest in these rooms, as Dubois keeps no incriminating evidence in this house.

In Conversation with Dubois

Father Dubois is very eager for donations, asking the investigators about their backgrounds and business interests, why they are interested in charity, if they go to church regularly, what brought them to La Tuque, and so on. If the investigators have trouble with their cover story, the Keeper should ask for a Hard social skill roll (**Charm**, **Fast Talk**, or **Persuade**); if they fail, Dubois smells a rat and asks them to leave, claiming he's just realized he's late for an appointment elsewhere. A successful Hard **Psychology** roll reveals Dubois' counter-deception.

If the investigators ask about Anthony Cornett, Dubois tells them that he has so many men passing through his doors that he can't quite place him. Any mention of Cornett or Nathan Roche (or the production of Roche's picture) puts Dubois on the defensive, and he uses an excuse to end the meeting; a successful **Psychology** roll notes he is unhappy about the line of questioning.

Keeper note: speaking to any of the guest residents about either Cornett or Roche brings little information as all fall silent (and remain so) when approached.

PHRENOLOGY

Popular in the early 19th century through the early 20th century, phrenology is a pseudoscience developed by German physician Franz Joseph Gall. It assumed that, by measuring the shape and size of skull, certain pronouncements could be made about the corresponding brain areas that lay beneath the cranial bone. Phrenologists (wrongly) believed that the relative sizes of these brain areas not only corresponded to an individual's capacity for a given personal trait, but they also explained a person's conduct. To a phrenologist of the period, the simple measurement of a person's skull could, for them, determine the capacity for all sorts of things, including the likelihood of the person being a criminal.

Phrenology has been discredited as an obsolete amalgamation of primitive neuro-anatomy aligned with racist and sexist views on moral philosophy.

WHAT NEXT?

If the investigators haven't already decided to send in one of their number disguised as a down-and-out, they might consider it now. Otherwise, they may decide to set a watch on the house in hopes of seeing something resembling odd or unusual behavior, either by the priest or one of his flock. The front of the Y.M.C.F.C. is visible from Justine's Hardware, so if the investigators wait there long enough, they could see Father Dubois leave with their disguised companion or another victim (see **The House of the Homeless**, following).

Depending on what the investigators decide to do, the Keeper may need to determine if the characters are in a position to see Dubois and his next victim (a disguised investigator or an NPC) leaving the house—a successful group **Luck** roll, if required. If not, they could bump into one of the tramps they spoke to earlier walking along the street—this time, if questioned, he's a little more forthcoming, saying Father Dubois has gone to his house on the Rue du Cardinal Léger with a new "recruit." If asked what he means by that, the homeless man explains that favored individuals occasionally get taken to another property owned by Dubois to do extra work in return for their room and board. If an investigator has gone under cover, those questioning the tramp immediately recognize their companion's description.

If the investigators don't think to go undercover and are struggling to come up with a plan, Thibault could suggest that they stakeout the Y.M.C.F.C. After a couple of hours, Dubois leaves with one of his homeless tenants (his next victim), heading toward his house on the Rue du Cardinal Léger.

THE HOUSE OF THE HOMELESS

The Y.M.C.F.C. routine is a simple one: meals are served at 12 pm and 6 pm. If they aren't out panhandling or looking for work, the residents entertain themselves in the main room downstairs by playing cards or chewing the fat.

A suitably disguised investigator is treated like one of their own by these men, so information can be gained pretty easily. If the investigator drops Cornett's and Roche's names into the conversation, one of the men says yes, both stayed for a little while but soon left—they didn't even stay overnight. After any such chat, one of the other residents leaves the group and goes to tell Father Dubois that their new guest is snooping and asking questions. If Dubois' suspicions weren't raised already, they are now. While the men aren't complicit in Dubois' crimes, they are fiercely loyal to the one man in this entire city who treats them well—although that devotion would quickly fall away if they discovered his cruel deception.

About half an hour after he's realized his new tenant is a plant, Dubois comes to find the disguised investigator, asking

if they'd like to earn a little money by doing odd jobs in a house the church has bought on Rue du Cardinal Léger. He explains it's what the other residents do to help earn their keep, making it plain that if the investigator doesn't say yes, they won't have a bed for the night. If the investigator suspects a trap, they're right (a successful Hard **Psychology** roll, if required). Now it's up to them, or their companions, to get them out of it.

THE CHARNEL HOUSE

The majority of this section assumes an investigator went undercover in the Y.M.C.F.C. In the event of there being no undercover investigator, events unfold in a similar manner but with an NPC victim in place of the investigator.

The Rue du Cardinal Léger lies a couple of streets north of the Y.M.C.F.C., and it only takes a few minutes to reach. The house, number 5, is a small building in a row of detached houses. The neighborhood is quiet, and, chances are, no one is around to see Dubois enter with his victim. Investigators who are keeping a watch on the house and/or Dubois should attempt a **Stealth** roll to ensure they remain undetected by the neighbors, but unless they do anything to draw attention to themselves, Dubois doesn't notice or suspect them—he is more concerned with his next victim.

After heading past an unkempt garden of long grass and weeds, Dubois unlocks a door that opens into a small foyer piled high with unopened cardboard boxes. Once inside, he locks the door and explains he hasn't had the opportunity to unpack yet due to business at the church and the shelter. Beyond the foyer is a main room (C) with bare plaster walls and a concrete floor; the room is filled with tea chests, each stuffed with clothes and other household items. A door and a staircase lead out of the room. Illumination is provided by an electric lamp on a low table in the northwest corner, as the large window on the south wall is shuttered. Another window on the east wall at the foot of the stairs is also shuttered.

In the center of the room stands an unfinished sideboard, beside which is a toolbox. Dubois tells the investigator to get to work opening up the boxes and unpacking; he then heads to the kitchen (B) saying he'll bring them some refreshments.

Dubois is, in fact, off to the kitchen to collect the chloroform hidden in a cupboard there; he secretes the bottle and a rag in his pocket before returning to the main room with a glass of lemonade for the investigator. While the investigator works, or pretends to, Dubois steps up behind them with the freshly chloroformed rag.

A successful **Listen** roll alerts the investigator to the fact Dubois is right behind them, negating a surprise attack. Likewise, an investigator stating they are suspicious of Dubois should be allowed a **Psychology** roll to detect that the priest is about to assault them.

If the investigator fails their Listen or Psychology roll, Dubois gains a surprise attack (*Call of Cthulhu: Keeper Rulebook*, page 106) and attempts a combat maneuver to cover the investigator's mouth and nose with the chloroform-soaked rag. If the investigator is not surprised, then combat order should be determined by DEX.

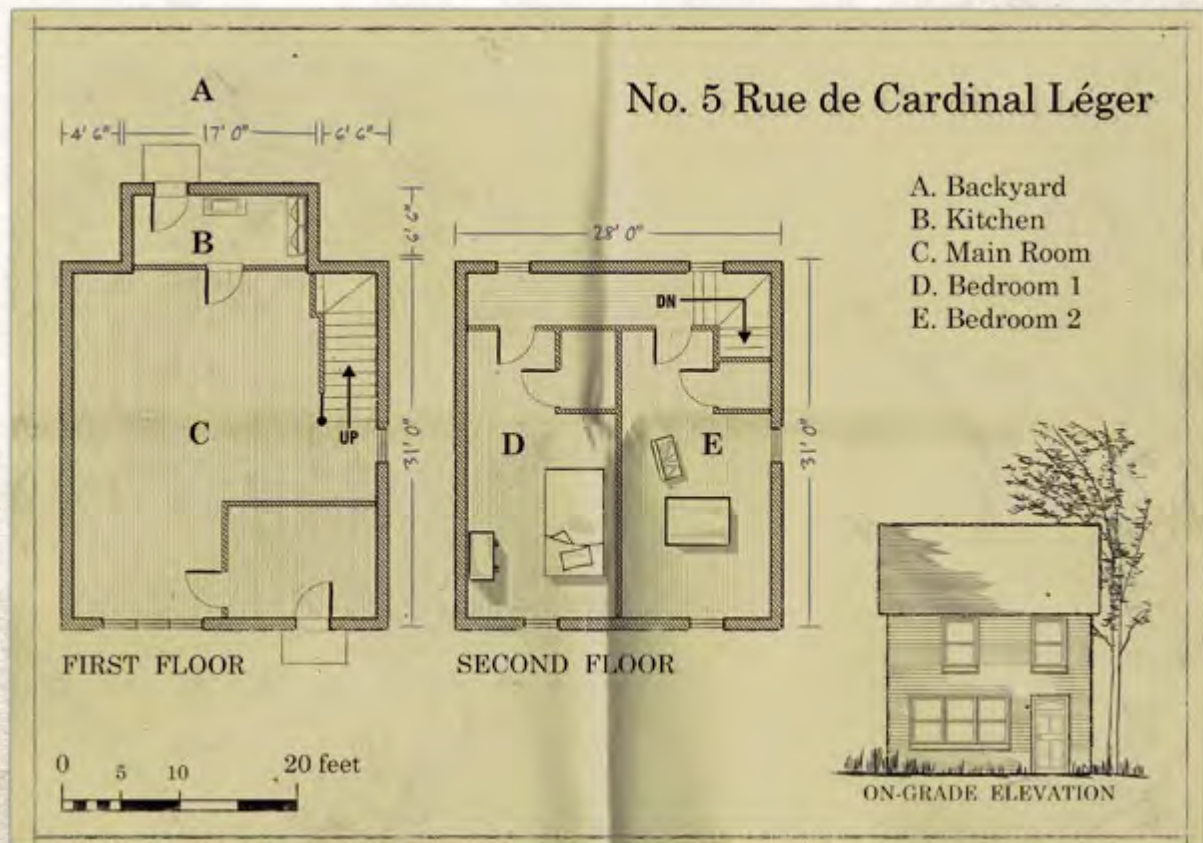
If Dubois' maneuver is successful, the investigator should make a Hard **CON** roll: if failed, they fall unconscious. If the chloroform has little effect, Dubois pulls out a knife and orders the investigator upstairs; combat ensues if the investigator doesn't comply. There are many items the investigator can use for defense or as an improvised weapon, such as a hammer, a crowbar, or pieces of sideboard (which act as a makeshift club).

If the player states their investigator is screaming or making a significant noise, there's a chance for any investigators outside the house to make a **Listen** roll to hear their calls for help; it is the same to hear an NPC victim, who automatically cries out before being subdued.

If the investigator falls unconscious (whether through the use of chloroform or a major wound), they are in a great deal of trouble. Hopefully, their companions' intervention can stop things going from bad to worse.

Without intervention, Dubois drags his unconscious victim up to the bedroom at the top of the stairs (E), where he has a table and tools set up for his task. He ties the victim to the table with leather restraints before taking out a large surgical hacksaw, which he uses to saw through the victim's skull. The Keeper should give the poor investigator one final chance to escape their doom: an Extreme **CON** roll to awaken due to the pain; if successful, the investigator can attempt to break free of the restraints (a Hard **STR** roll). It takes Dubois two rounds to prepare another chloroform-soaked rag to put the awkward investigator back to sleep, allowing for a pushed roll if the STR roll is failed the first time. If they can break free, the investigator is still groggy from the sedation; the Keeper should increase the difficulty level of any rolls by one step, or apply a penalty die, for 1D6+1 rounds.

Keeper note: if the investigator was marched up the stairs at knifepoint, Dubois orders them to fasten themselves to the table before he secures their free hand. He then attempts to chloroform them again. The investigator can, at any point, attempt to free themselves, either by rushing Dubois or forcing their way out of the restraints, as previously described.



If the (other) investigators followed Dubois to the Rue de Cardinal Léger, they see him enter the house with his victim. If they just wait around, a **Listen** roll should be permitted (as previously mentioned) to hear any cry for help or sound of assault. If the investigators specify they are sneaking up to the house (**Stealth** roll) to peer through the cracks in the boarded-up windows, they may see Dubois' chloroform attack as it happens (a successful **Luck** roll).

From the moment Dubois enters the house, the investigators have 12 rounds to save his victim, be they an investigator or an NPC. Round 6 is when Dubois attacks, and the victim gets a chance to scream; uninterrupted, round 12 is when Dubois starts sawing open the victim's skull, and a struggle or a second scream might be heard. Each round of sawing reduces the poor victim's hit points by one-quarter of their original total. After 4 rounds, they are either dying (if an investigator; *Call of Cthulhu: Keeper Rulebook*, page 120) or dead (if an NPC).

Investigators wanting to enter the house must make a successful **Locksmith** or Hard **STR** roll on either the front or back door to break in. Alternatively, a Regular **STR** roll bashes through the window shutters. Any loud noise alerts Dubois, possibly buying extra time for the victim. If upstairs, Dubois fetches his 12-gauge shotgun (hidden under his bed in the other bedroom) and goes to see what the commotion is all about.

If the investigators manage to break in without alerting Dubois and catch him at work removing the top of his victim's head, call for a **Sanity** roll (0/1D3 loss). If caught in the act, Dubois attempts to fight his way to the other bedroom where he keeps his shotgun. In both cases, if cornered, and in the face of irresistible force, Dubois is likely to turn the shotgun upon himself.

Other Rooms in The Charnel House

First Floor: Kitchen (B)

The kitchen, an extension to the main house, is lined with cupboards and looks unused. A door and window lead out to the back yard. There is a faint, sweet-smelling chemical odor, which a successful **Science (Chemistry)** or Hard **Know** roll identifies as chloroform; it can be traced to one of the cupboards, where the bottle is usually stored.

Keeper note: if the investigators break in before Dubois arrives with his victim, the chloroform is still in the cupboard; otherwise, it is in Dubois' pocket.

A foul smell issues from the sink, which is encrusted with a brown substance. A successful **First Aid, Medicine, Science (Biology)**, or a **Know** roll reveals this to be dried blood. Otherwise, the kitchen is empty.



Inside the charnel house

Second Floor: Bedroom 1 (D)

This is where Dubois stores his grisly trophies. This room is undecorated, with bare floorboards and an un-shuttered window; the only furniture is a single bed and a dressing table. Atop the dressing table can be found a ceramic phrenology head, an old tattered book, *A System of Phrenology*, by George Combe (dated 1855), a ruler and a set of measuring tongs, and at least three decomposing human brains in enamel dishes—four if Dubois is given enough time to prepare his new prize.

Close inspection of two of the brains reveals that certain areas have been painted black. Pieces of notepaper show sketches of the brains, with the black-painted areas seemingly corresponding to areas on the phrenology head. The different notes mention the surnames of Dubois' victims so far: Abel, Cornett, and Roche.

Inside the dressing table are priestly vestments, a folded black jacket with a sliver of fabric missing from the sleeve (see **Nathan Roche's Crime Scene**, page 174), a Bible, and a small notebook (**Handout: Harvest 17b**, see page 182). Under the bed are a 12-gauge, single barreled shotgun and a box of 24 shells.

Keeper note: Matthias Abel was Dubois' first victim. Whatever happened to his body, Dubois, if he survives, will never tell.

Second Floor: Bedroom 2 (E)

This is the room where Father Dubois does his "work." It is undecorated and has un-shuttered windows in the south and east wall. A large, wooden table stands in the center of the room with a smaller workbench beside it. The table's surface is heavily scarred and stained a reddish-brown color.

If Dubois has captured and killed an investigator or another victim here, the horrible sight of a corpse tied to this table, *sans* the top of their skull and brain, provokes a **Sanity** roll (1/1D6 loss). The workbench holds a bloodstained saw. On the floor directly beneath the head of the table is a discolored bucket, used by Dubois to collect his victims' blood. There is a second bucket next to this, which may or may not hold the scalp, upper skull, and brain of Dubois' last victim—**Sanity** roll (0/1D3 loss; increase to 1/1D4 loss if it's an investigator's brain).

The Back Yard

With the thick woods of La Tuque touching the low fence surrounding the yard, this patch of weed-filled earth appears unmemorable at first glance. However, a thorough search and/or a successful **Spot Hidden** roll reveals a recently dug hole where Dubois buried the remains of his first victim, Matthias Abel. If exhumed, call for a **Sanity** roll (0/1D3 loss) from those without medical training.

LA TUQUE CONCLUSION

The police of La Tuque are very pleased if the investigators help to uncover Father Dubois' crimes, as are the city's residents. Both Detective Degarmo and his bosses thank the investigators and give them a firm handshake but little else.

Thibault congratulates the investigators and asks whether the events have assisted them in their research for Mr. Abelard—although he reminds them that he isn't interested in the minutiae; a simple yes or no answer will suffice. He also arranges for their travel back to Detroit at the first opportunity.

On their return, Abelard wants to know everything that happened, expecting there to be news about the mi-go. Worryingly, he seems to grow bored and irritable once the investigators confirm the deaths were not caused by the Fungi from Yuggoth but rather by a deranged priest. Allowing the investigators to finish their story, Abelard suggests they go and get some rest, as tonight he wants to hold a final conference to review the plans for the Vermont mission. The Keeper should now move on to **Unexpected Consequences** (following).

Keeper note: if any of the investigators were hurt during their visit to La Tuque, Abelard is willing to delay the meeting by a couple of days at most. Anyone still not fit to attend may be replaced for the mission, as discussed previously in **Plans and Preparations** (page 162).



Destructiveness - Executiveness

Excess: Cruelty - a lack of fortitude

Alimentiveness - Desire for Food.

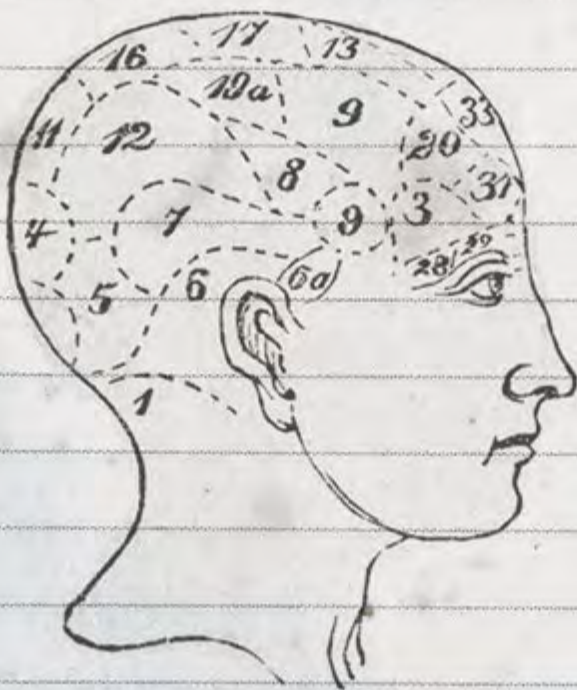
11. Love of Approbation

12. Cautiousness

16. Conscientiousness

17. Hope

13. Benevolence



Job 7:17 - What is mankind that you make so much of them, that you give them so much attention?

ABEL - background: discharged from army, now an alcoholic. Areas 6 and 6a of brain (Combateness) normal.

Area 13 (Self Esteem) is indented.

CORNETT - background: mill worker, unemployed and a heavy drinker. All areas APPEAR NORMAL.

ROCHE - background: unknown, taciturn, homeless man. Area 10, for Secretiveness IS LARGE.

UNEXPECTED CONSEQUENCES

When Abelard started his worldwide search for the mi-go, he would, from time to time, unknowingly stumble upon other traces of the Cthulhu Mythos. High in the Andean mountains, one of his teams discovered multiple mummified bodies, which were human-like, yet not human. The mummies were removed and transported to the Detroit facility for study.

The mummies are in fact withered and dehydrated deep ones who are still alive (deep ones being immortal). Back in ancient history, these deep ones were captured and experimented upon by the mi-go. Starved of food and denied water, the deep ones eventually fell into a hibernation-like state; their skin shriveled up and turned a pale-yellow color. Seemingly dead, the mi-go put aside their experiments and moved on to other concerns.

Now, in the Detroit facility, FOC scientists have dissected two of the mummies, thus killing them. However, the scientists found the dried remains to be quite brittle and not ideal for study, so the rest have been placed in tanks of water to rehydrate. The scientists hope this will make the corpses more malleable, and further research is currently on hold until the bodies have sat in water for a while.

Keeper note: the exact number of deep ones should be scaled according to the types of investigators you have playing this campaign (academics vs. fighters) and the style of campaign you're running (classic vs. pulp). In a classic campaign, assume 1 deep one for every 3 investigators; if the group are physically capable of handling themselves against adversaries, make this one per 2 investigators. For a pulp campaign, there should be at least 1 deep one per hero—more, if required, to make it a dramatic fight. Any further deep ones can act as set dressing to be killed by Murdoch or by security elsewhere in the building, thus making the threat feel more overwhelming than it actually is. Remember, this encounter should be a challenge for the investigators but shouldn't risk wiping them all out.

THE NIGHT BEFORE

The night before they are due to leave for Vermont, Selena Preston asks the investigators to join her in the conference room for a final briefing. As they enter, the investigators find Abelard, Murdoch, and the rest of Vermont team already seated. Abelard grins and pulls out a chilled bottle of expensive French champagne, calling for everyone to toast to the success of the mission. The mood is relaxed, with everyone (gently) letting their hair down before the serious

mission ahead. Preston turns on a radio and dances with anyone who is willing. Abelard talks about better days with his family; occasionally, his eyes get a little misty as the fond reverie overtakes him. Everyone else pretty much follows suit: discussing funny stories, what they hope the future holds for them, and so on.

The investigators, if they so desire, have time to get intoxicated as the impromptu party goes on. To determine how much the investigators have drunk, the Keeper can either agree to a number based upon each of the investigators' behavior (not forgetting to take into account any backstory traits, habits, talents, etc.) or call for a **Luck** roll and refer to the **Alcohol Consumption** table (page 185), followed by the **Alcohol Effects** table, if applicable.

ATTACK OF THE DEEP ONES

Meanwhile, in the basement, the deep ones are returning to life. Rejuvenated by their immersion in water, the surviving creatures attack and feed on the bodies of three FOC scientists before making their way up through the building to where the party is being held.

At an appropriate moment in the festivities, the office lights suddenly go off, and the room and corridor outside are plunged into darkness. As it is night outside and blackout blinds cover the windows, there is little to no ambient light at all. Preston lets out an involuntary scream. Abelard curses the power company as he maneuvers his wheelchair over to a cabinet, pulls out some candles, and instructs the party-goers to light them. Abelard then picks up the telephone, but the line is dead.

Keeper note: two of the monsters tore through the building's power and telephone lines before leaving the basement, plunging the building into darkness.

If no one volunteers, Abelard calls upon some of the investigators to go with Larry Nekler down to the basement where the fuse box is located. Nekler breaks out three flashlights and hands two to the investigators accompanying him. Murdoch opens the locks on the door leading to the stairway, giving Nekler and the investigators a way down. If asked to join the basement team, Murdoch refuses; he always remains at Abelard's side no matter what happens.

Journey to the Basement

As the investigators descend the dark stairwell, screams can be heard coming from the next floor down (the fourth floor); the access door is slightly ajar. Occasionally, a gunshot rings out, and if an investigator succeeds with a **Listen** roll, a deep guttural croaking-like sound can be heard as well.

Keeper note: the deep ones are making short work of the staff on this floor. Meanwhile, the two deep ones that destroyed the power and telephone lines are currently on the stairway and shambling up the stairwell toward the investigators. If you need to increase or decrease the number of deep ones on the stairs, by all means, do so.

Nekler refuses to enter the open door to the fourth floor, saying everyone should continue toward the basement to get the lights working. It would be wise for the investigators to follow his lead. If they step through the door they are in for a terrible sight. The beams of their torches pick up blood-spattered and smashed furniture, broken bodies, and the deep ones tearing FOC staff limb from limb—call for a **Sanity**

roll (1/1D6+1 loss). Over the carnage, the investigators hear a shriek from the doorway as Nekler encounters the deep ones climbing the stairs.

Frightened out of his wits, Nekler abandons the mission, turns tail, and returns to the conference room on the fifth floor. It is up to the investigators whether they join him or tackle the marauding creatures. If the latter, the investigators may quickly find themselves in dire straits, under attack from the deep ones on the stairs and possibly joined by the others exiting the fourth floor. If at least half of the deep ones are killed, the others attempt to escape from the building and into the night.

Should the investigators ignore the sounds from the fourth floor and continue down the stairs with Nekler, he runs at the first sight of the approaching deep ones. If the investigators

ALCOHOL CONSUMPTION

Luck Roll	Alcohol Consumption
Critical (01)	Low: 1D2 glasses of champagne.
Success	Low to medium: 1D4 glasses of champagne.
Failure	Medium to high: 1D4+2 glasses of champagne.
Fumble	Excessive: 1D4+6 glasses of champagne.

ALCOHOL EFFECTS

Consumption Level	Glasses of Champagne	Effect
Low	1-2	No impairment.
Medium	3-4	Make a CON roll: if failed, all skill and characteristic roll difficulties are increased by one level for 1D4 hours.
High	5-6	Make a CON roll: if failed, all skill and characteristic roll difficulties are increased by one level for 4 hours.
Excessive	7+	Make a CON roll: if failed, all skill and characteristic roll difficulties are increased by one level for 4 hours. In addition, all rolls in this period also suffer from one penalty die.

manage to reach the basement—either by killing the creatures or bashing through/side-stepping them and racing on down the stairs—they find various cables torn through, requiring at least an hour's work and a successful **Electrical Repair** roll to get the electricity supply up and running again. The telephone system's connection box has been ripped out and is beyond repair. Even if the investigators dealt with the deep ones on the stairs, at least one or two more head down in search of their brethren and (possibly) whoever killed them, while the others ascend to the fifth floor.

In the Conference Room

Meanwhile, on the fifth floor, all hell is breaking loose. Murdoch, Abelard, and Morrison are all armed with their handguns (see their profiles; **FOC Personnel**, page 188), but it may be that no one else has a weapon at hand. The investigators could try to barricade the conference room door with the table. While a barricade slows the deep ones down, it doesn't take long for their strength and claws to bash through—there are even conveniently placed fire axes in the stairwell for the monsters to use to hack their way in as well (1D6+1+DB damage). Unarmed investigators might think to break off the table's stout wooden legs to use as clubs or use the chairs as weapons (both 1D6+DB damage).

Keeper note: you may wish to give the profiles of the other Vermont team members (Drake, Matherson, and Morrison; **FOC Personnel**, page 188) to the players whose investigators are still at the party so that you don't have to worry about keeping track of what happens to them during the ensuing chaos. Alternatively, for ease, you may instead wish to have any FOC personnel's fights against the deep ones take place as background action, focusing instead on those creatures attacking the investigators directly. In this case, assume the NPCs all survive, even if they are rather battered and bruised.

Other options include trying to get past the deep ones to reach the stairwell or attempting to climb down the elevator shaft to where the elevator rests one floor down and then going through the service hatch on top. Likewise, getting to Abelard's private elevator and using its ceiling mounted service hatch to climb up to his private floor might be a suitable alternative, as the deep ones will eventually give up their pursuit, deciding that escape rather than revenge is now their priority. If escape is the investigators' chosen option, then someone will need to help Murdoch carry and maneuver Abelard, as his wheelchair cannot fit through either elevator's service hatch and is useless on the stairs.



The deep ones attack!

Keeper note: if possible, try to avoid Abelard's death; ideally, he should remain alive and embittered, having added another Mythos monster to the list of those he craves revenge against. If Abelard does die, then a Board of Trustees is rapidly set up in accordance with his will, headed by Preston and Murdoch (if they still live). The board is equally determined to see Abelard's plans through, meaning there is only a short break in the investigators' activities.

Remember, seeing the deep ones calls for a **Sanity** roll (0/1D6 loss) in addition to any scenes of carnage encountered (assume 0/1D2 to 0/1D3 loss, adjusted down for the poor lighting). The only lighting on the fifth floor is provided by candles (assuming the investigators with the flashlights are still elsewhere and haven't fixed the lights), which may add a penalty die to any combat rolls, at the Keeper's discretion.

CONCLUSION

Any surviving deep ones somehow escape into the night and no further trace of them can be found, despite an extensive search of the building by the remaining security guards.

If the investigators are in good shape following the attack, they are directed to continue on to Vermont as planned. Injured investigators get some time to heal, though. Abelard can postpone the mission for up to a month if necessary to provide time for hit points to more or less return to normal maximums; the Keeper should shorten this if only minor wounds were suffered. Those dead are mourned and buried. If any of the NPCs going to Vermont were killed, replacements are found (the Keeper could just reuse an NPC's profile for their replacement, changing their gender, name, and description accordingly).

The aftermath of the attack shakes Abelard to the core. While he is happy to delay the mission to allow for medical treatment and burials (see **Replacing Team Members**, page 193), he knows any delay brings a greater chance of discovery by the mi-go and their agents, and so he pushes to keep holdups to a minimum. His growing paranoia (only made worse by the deep one attack) causes him to launch a full investigation and increase security at FOC headquarters, where he doubles the number of guards. He also insists on sending plain clothed protection for any investigators leaving the building for other reasons, e.g., to attend funerals, and so on.

Whatever the situation, Abelard's plan is finally set in motion. The investigators head to Vermont for **Chapter 4** to acquaint themselves with the hospitality of Cobb's Corners.

REWARDS

Permit any surviving investigators a development phase once the scenario is complete. In addition, apply the following Sanity gains or losses:

- Stopping Dubois' gruesome experiments (optional): +1D6 Sanity points.
- Saving a captured investigator or victim from Dubois (optional): +1D6 Sanity points.
- Discovering why Dubois was murdering people, and thus proving the mi-go were not involved (optional): +1D4 Sanity points.
- Letting one of their fellow investigators die at Dubois' hands (optional): -1D6 Sanity points.
- Defeating the deep ones' attack: +1D6 Sanity points.
- Allowing the deep ones to escape: -1D4 Sanity points.
- Saving any of the key NPCs from certain death: +1 Sanity point per person saved; if all of the key NPCs (Abelard, Drake, Matherson, Morrison, Nekler, and Preston) are saved, then award +1D10 Sanity points instead. Note that Murdoch doesn't count—he would have willingly given his life to save Abelard, if required.
- For each key NPC killed through the investigators' inaction: -2 Sanity points.



CHARACTERS AND MONSTERS

Some NPCs in the following section have Luck scores and pulp talents for use in a *Pulp Cthulhu* game—if you're running a classic campaign, ignore these additions.

DETROIT: FOC PERSONNEL

Leon Pasquale,
age 39, FOC lawyer and troubleshooter

STR 55 CON 65 SIZ 70 DEX 80 INT 85
APP 70 POW 60 EDU 85 SAN 55 HP 13
DB: +1D4 Build: 1 Move: 8 MP: 12

Combat

Brawl 30% (15/6), damage 1D3+1D4
Dodge 40% (20/8)

Skills

Accounting 45%, Appraise 35%, Charm 60%, Credit Rating 65%, Cthulhu Mythos 5%, Fast Talk 70%, First Aid 40%, History 50%, Intimidate 70%, Language (English) 85%, Language (French) 30%, Language (German) 10%, Language (Latin) 20%, Language (Spanish) 35%, Law 85%, Library Use 65%, Listen 45%, Persuade 70%, Psychology 45%, Spot Hidden 50%, Stealth 45%, Throw 35%.

Michael Abelard, age 57, obsessed head of FOC

STR 60 CON 40 SIZ 75 DEX 35 INT 75
APP 65 POW 75 EDU 75 SAN 62 HP 11
DB: +1D4 Build: 1 Move: 1* MP: 15 Luck: 50

*MOV 5 in wheelchair.

Combat

Brawl 25% (12/5), damage 1D3+1D4
.38 automatic 50% (25/10), damage 1D10
Dodge 20% (10/4)

Pulp Combat

Brawl 35% (17/7), damage 1D3+1D4
.38 automatic 60% (30/12), damage 1D10
Dodge 30% (15/6)

Pulp Talents

- **Endurance:** gains a bonus die when making CON rolls (including to determine MOV rates for chases).
- **Strong Willed:** gains a bonus die when making POW rolls.

Skills

Accounting 80%, Charm 30%, Credit Rating 95%, Cthulhu Mythos 13%, History 40%, Intimidate 75%, Language (English) 75%, Language (French) 60%, Law 30%, Listen 65%, Natural World 40%, Occult 30%, Persuade 65%, Predict Stock Market 80%, Psychology 70%, Spot Hidden 40%.

Peter Murdoch, age 31, chauffeur and bodyguard

STR 85 CON 75 SIZ 90 DEX 65 INT 70
APP 50 POW 55 EDU 60 SAN 47 HP 16
DB: +1D6 Build: 2 Move: 7 MP: 11 Luck: 55

Combat

Brawl 70% (35/14), damage 1D3+1D6
.45 automatic 70% (35/14), damage 1D10+2
12-g shotgun (2B, sawn-off) 55% (27/11), damage 4D6/1D6
Dodge 65% (32/13)

Pulp Combat

Brawl 80% (40/16), damage 1D3+1D6
.45 automatic 70% (35/14), damage 1D10+2
12-g shotgun (2B, sawn-off) 65% (32/13), damage 4D6/1D6
Dodge 65% (32/13)

Pulp Talents

- **Hardened:** ignores Sanity point loss from attacking other humans, viewing horrific injuries or the deceased.
- **Tough Guy:** may spend 10 Luck points to shrug off up to 5 hit points worth of damage taken in one combat round.

Skills

Climb 55%, Credit Rating 65%, Cthulhu Mythos 8%, Drive Auto 70%, Intimidate 80%, Jump 50%, Language (English) 60%, Language (French) 10%, Listen 55%, Mechanical Repair 60%, Natural World 45%, Operate Heavy Machinery 40%, Persuade 45%, Sleight of Hand 55%, Spot Hidden 55%, Stealth 60%, Throw 50%, Track 55%.

Selena Preston, age 28, Abelard's right hand

STR 40 CON 80 SIZ 50 DEX 80 INT 70
APP 85 POW 65 EDU 75 SAN 59 HP 13
DB: 0 Build: 0 Move: 8 MP: 13 Luck: 75

Combat

Brawl 30% (15/6), damage 1D3
Dodge 40% (20/8)

Pulp Combat

Brawl 45% (22/9), damage 1D3
Dodge 45% (22/9)

Pulp Talents

- **Resourceful:** may spend 10 Luck points (rather than make a Luck roll) to find a certain useful piece of equipment in their current location.
- **Alert:** never surprised in combat.

Skills

Accounting 65%, Appraise 20%, Art/Craft (Dancing) 60%, Charm 60%, Credit Rating 65%, Cthulhu Mythos 6%, Drive Auto 35%, Jump 60%, Fast Talk 40%, Language (English) 75%, Language (French) 45%, Law 10%, Library Use 45%, Listen 60%, Occult 10%, Persuade 65%, Psychology 40%, Ride 60%, Stealth 70%, Throw 30%.

Prof. David Drake, age 46, psychologist and historian

STR 40 CON 45 SIZ 75 DEX 45 INT 85
APP 50 POW 75 EDU 93 SAN 53 HP 12
DB: 0 Build: 0 Move: 6 MP: 15

Combat

Brawl 30% (15/6), damage 1D3
Dodge 25% (12/5)

Skills

Anthropology 45%, Archaeology 50%, Credit Rating 59%, Cthulhu Mythos 7%, First Aid 45%, History 80%, Language (English) 93%, Language (French) 20%, Language (German) 20%, Language (Latin) 40%, Library Use 60%, Medicine 40%, Navigate 50%, Occult 80%, Persuade 55%, Psychoanalysis 70%, Psychology 80%.

Dr. Sarah Matherson, age 48, scientist

STR 55 CON 60 SIZ 40 DEX 75 INT 90
APP 55 POW 60 EDU 96 SAN 40 HP 10
DB: 0 Build: 0 Move: 8 MP: 12

Combat

Brawl 25% (12/5), damage 1D3
.38 revolver 30% (15/6), damage 1D10
Dodge 45% (22/9)

Skills

Charm 30%, Climb 50%, Credit Rating 60%, Cthulhu Mythos 11%, First Aid 75%, Intimidate 45%, Jump 60%, Language (English) 96%, Language (French) 15%, Language (German) 10%, Language (Greek) 20%, Language (Latin) 40%, Library Use 50%, Listen 60%, Medicine 80%, Natural World 60%, Persuade 55%, Psychology 45%, Science (Biology) 75%, Science (Chemistry) 60%, Science (Forensics) 85%, Science (Pharmacy) 65%, Science (Physics) 50%, Spot Hidden 55%, Stealth 50%, Swim 50%, Throw 30%.

Sam Morrison, age 40, security chief

STR 80 CON 80 SIZ 65 DEX 75 INT 60
APP 55 POW 65 EDU 60 SAN 55 HP 14
DB: +1D4 Build: 1 Move: 8 MP: 13

Combat

Brawl 70% (35/14), damage 1D3+1D4
.45 revolver 55% (27/11), damage 1D10+2
Lee-Enfield rifle 70% (35/14), damage 2D6+4
Thompson SMG 50% (25/10), damage 1D10+2
Dodge 50% (25/10)

Skills

Climb 70%, Credit Rating 50%, Cthulhu Mythos 10%, Drive Auto 55%, First Aid 55%, Intimidate 70%, Jump 60%, Language (English) 55%, Language (French) 10%, Language (German) 20%, Listen 70%, Medicine 20%, Natural World 50%, Navigate 60%, Persuade 45%, Pilot (Aircraft) 45%, Psychology 55%, Spot Hidden 60%, Stealth 80%, Survival (All) 45%, Swim 60%, Throw 60%, Track 65%.

Larry Nekler, age 28, mechanic

STR 80 **CON** 75 **SIZ** 60 **DEX** 50 **INT** 65
APP 40 **POW** 45 **EDU** 65 **SAN** 40 **HP** 13
DB: +1D4 **Build:** 1 **Move:** 8 **MP:** 9

Combat

Brawl 60% (30/12), damage 1D3+1D4
.45 revolver 40% (20/8), damage 1D10+2
12-g shotgun (pump) 45% (22/9), damage 4D6/2D6/1D6
Dodge 30% (15/6)

Skills

Art/Craft (Operate Radio) 70%, Charm 45%, Climb 60%, Credit Rating 46%, Drive Auto 50%, Electrical Repair 70%, Fast Talk 60%, Intimidate 40%, Jump 50%, Language (English) 65%, Listen 35%, Locksmith 60%, Mechanical Repair 80%, Navigate 60%, Pilot (Boat) 50%, Psychology 40%, Operate Heavy Machinery 60%, Science (Engineering) 60%, Spot Hidden 60%, Stealth 50%, Swim 60%, Throw 40%.

FOC Guard

Use the following profile for all FOC guards.

STR 70 **CON** 65 **SIZ** 65 **DEX** 70 **INT** 65
APP 45 **POW** 45 **EDU** 55 **SAN** 45 **HP** 13
DB: +1D4 **Build:** 1 **Move:** 9 **MP:** 9

Combat

Brawl 60% (30/12), damage 1D3+1D4
.45 automatic 45% (22/9), damage 1D10+2
Dodge 35% (17/7)

Skills

Climb 45%, Intimidate 45%, Jump 40%, Listen 30%, Psychology 30%, Spot Hidden 40%, Stealth 40%, Throw 35%.

DETROIT: PURPLE GANG**Purple Gangster**

Use the following profile for Purple Gang members.

STR 70 **CON** 60 **SIZ** 70 **DEX** 55 **INT** 60
APP 40 **POW** 40 **EDU** 40 **SAN** 50 **HP** 13
DB: +1D4 **Build:** 1 **Move:** 8 **MP:** 8

Combat

Brawl 50% (25/10), damage 1D3+1D4
.45 automatic 40% (20/8), damage 1D10+2
Dodge 30% (15/6)

Pulp Combat

Brawl 60% (30/12), damage 1D3+1D4
.45 automatic 45% (22/9), damage 1D10+2
Thompson SMG 30% (15/6), damage 1D10+2
Dodge 30% (15/6)

Skills

Climb 40%, Fast Talk 60%, Intimidate 65%, Jump 45%, Listen 40%, Psychology 35%, Spot Hidden 40%, Stealth 35%, Throw 40%.

LA TUQUE, CANADA**Nicolas Thibault, age 33, lawyer**

STR 50 **CON** 75 **SIZ** 45 **DEX** 45 **INT** 75
APP 80 **POW** 45 **EDU** 80 **SAN** 45 **HP** 12
DB: 0 **Build:** 0 **Move:** 8 **MP:** 9

Combat

Brawl 30% (15/6), damage 1D3
Dodge 25% (12/5)

Skills

Accounting 50%, Art/Craft (Wood Carving) 40%, Charm 70%, Credit Rating 65%, Drive Auto 35%, Fast Talk 65%, Language (English) 65%, Language (French) 90% (own), Language (Latin) 10%, Law 85%, Library Use 85%, Listen 60%, Natural World 35%, Persuade 80%, Psychology 70%, Stealth 65%, Throw 30%.

Father Maxime Dubois, age 51, serial killer

STR 70 CON 80 SIZ 85 DEX 50 INT 80
 APP 40 POW 40 EDU 70 SAN — HP 16
 DB: +1D4 Build: 1 Move: 5 MP: 8 Luck: 40

Combat

Brawl 65% (32/13), damage 1D3+1D4,
 or knife 1D4+2+1D4
 20-g shotgun (1B) 30% (15/6), damage 2D6
 Dodge 30% (15/6)

Pulp Combat

Brawl 80% (35/14), damage 1D3+1D4,
 or knife 1D4+2+1D4
 20-g shotgun (1B) 35% (17/7), damage 2D6
 Dodge 30% (15/6)

Pulp Talents

- **Heavy Hitter:** may spend 10 points of Luck to add an additional damage die in melee combat (die type depends on the weapon being used).
- **Rapid Attack:** spend 10 Luck to gain one further attack in a single combat round.

Skills

Accounting 40%, Charm 30%, Credit Rating 30%, Fast Talk 75%, First Aid 50%, History 60%, Language (English) 50%, Language (French) 70% (own), Language (Latin) 40%, Library Use 35%, Listen 60%, Lore (Phrenology) 70%, Occult 20%, Persuade 55%, Psychology 55%, Stealth 65%, Throw 45%.

CREATURES AND MONSTERS

Deep Ones, denizens of the deep

Use the following profile for all deep ones encountered in this chapter.

STR 70 CON 50 SIZ 70 DEX 50 INT 60
 APP — POW 45 EDU — SAN — HP 12
 DB: +1D4 Build: 1 Move: 8 MP: 9

Special Powers

Breathe underwater: dwelling under the sea, deep ones require no exterior help to breathe underwater and are equally capable of breathing on land.

Combat

Attacks per round: 1 (claw or weapon)

Fighting 45% (22/9), damage 1D6+1D4,
 or as per weapon
 Dodge 25% (12/5)

Armor: 1-point skin and scales.

Spells: deep ones have a 40% chance of knowing 1D4 spells of the Keeper's choosing.

Sanity Loss: 0/1D6 Sanity points to encounter a deep one.

Deep One





DARK DELVINGS

"There were queer footprints or claw-prints in the mud of brook-margins and barren patches, and curious circles of stones, with the grass around them worn away, which did not seem to have been placed or entirely shaped by Nature. There were, too, certain caves of problematical depth in the sides of the hills; with mouths closed by boulders in a manner scarcely accidental, and with more than an average quota of the queer prints leading both toward and away from them—"

—H. P. Lovecraft, *The Whisperer in Darkness*

Shaking off the recent surprise attack of the deep ones, the FOC team is ready to depart for Vermont on Abelard's mission to hunt down the mi-go. Here, the investigators become reacquainted with the people and sights of Cobb's Corners while seeking further clues about the elusive Fungi from Yuggoth. Best-laid plans are torn asunder as the investigators are plunged into a night of chaos and blood. Forcing them to run a gauntlet of horror and death, lest they, too, fall victim to the mi-go's hideous plans.

This chapter provides the investigators with another opportunity to explore Cobb's Corners. Residents who were interviewed in **Chapter 1** can be revisited, allowing the Keeper to further develop red herrings and sow seeds for future plot hooks, as well as plant any clues and information perhaps missed during the investigators' first visit. Two new residents are introduced who can provide further insight and clues to the mi-go and the cult of The Young. The Keeper should refer back to the **Cobb's Corners** overview in the **Campaign Background** (page 37) as well as **Chapter 1** to refresh their memory of the town and its residents.

The climax of this scenario takes the investigators into the heart of the mi-go base beneath Broken Hill. The Keeper needs to ensure the investigators are drawn into the base somehow—most probably by the capture of some of the FOC personnel or at least one of the investigators—motivating the others to mount a rescue (as described in **Little Pigs, Little Pigs**, page 201). If things do not go to plan and either no one is captured or the investigators are disinclined to save their friends and comrades, any surviving FOC personnel attempt to shame the investigators into action, calling them cowards for refusing to assist in a rescue mission.

Keeper note: avoid overtly railroading the players into going after any missing colleagues—instead, try to apply sound argument and passion (via the NPCs) to convince them to act. If the players still won't budge, that's fine; simply finish

up this episode using one of the other choices discussed in the **Options** section (page 206), adjusting events as necessary before moving on to **Chapter 5**.

SET UP: MISSION TO VERMONT

The investigators, along with Larry Nekler, David Drake, Sarah Matherson, and Sam Morrison, leave Detroit and travel by train to Pittsfield, Massachusetts. The equipment and automobiles they require for the mission are also placed on the train, taking up two entire boxcars plus a flatcar for the vehicles. The team spends the night in Pittsfield at a comfortable hotel and leaves early the next morning on another train, this one heading north through the Appalachian Mountains bound for Brattleboro, Vermont. On arrival in Brattleboro, all of the equipment is loaded into the team's vehicles. Unless the investigators insist on driving, the team sets off for Cobb's Corners with Sam Morrison in the lead driving the car while Larry Nekler drives the truck.

Replacing Team Members

Following the deep one attack on FOC's Detroit facility, one or more of the investigators may be injured or dead; the same goes for their FOC teammates. Where necessary, Abelard brings in replacement personnel to fill any empty shoes—this provides the players with the option to either create an investigator drawn from FOC's ranks or perhaps a close friend or associate from Miskatonic University. If from Miskatonic, existing investigators may "meet up" with potential new investigators when they return to Arkham or the investigator's home state for the funeral of anyone killed in Detroit (travel costs and funeral expenses once again covered by FOC)—allowing close friends, family members, and university associates to be drawn into the plot.

Opposite: Disaster strikes!

As described at the end of Chapter 3 (**Conclusion**, page 187), if Larry Nekler, Prof. Drake, Dr. Matherson, or Sam Morrison were killed, they should be replaced by a person with the same area of knowledge and expertise. The following assumes all four NPCs survived and travel to Cobb's Corners with the investigators as planned.

A NIGHT OF CHAOS

Just before the investigators return to Cobb's Corners, Deputy Cutter receives a glorious vision sent by The Mother (see **The Young: A Brief History**, page 37). He quickly informs the rest of the cult about the vision in which he witnessed Cobb's Corners stripped of its capacity to sustain life and beheld a mass sacrifice of all the people living in the valley—a "Great Harvest." He explains that The Young will be taken to a place beyond our reality to suckle on The Mother's milk for all eternity. Thus, Cutter claims, the revelation is clearly a course of action dictated to him by The Mother, and one they all must enact.

The Young accept Cutter's pronouncements without question. During the dark of the Moon, the cult intends to summon a terrible storm (using the **Alter Weather** spell, **Spell Appendix**, page 271). Once accomplished, The Young will call forth dark young to attack outlying farms and houses, before sending them into the heart of town. Once several dark young have been summoned, the cultists are to begin the Great Harvest: sacrificing people to The Mother, believing She will appear and wipe away all life in the valley while transporting her favored ones to their eternal reward.

The mi-go know exactly what Cutter is planning—they read it in his mind during their last face-to-face meeting. Normally, they would not allow the cult to carry out this demented plan, as it would bring far too much attention to the area; however, the mi-go have concluded that, if adjusted somewhat, the plan should efficiently deal with their own problems as well.

The Fungi's main intent is to eliminate the small FOC army (which they are more than aware of) that waits to rush to the investigators' aid. To facilitate this enterprise, a group of mi-go soldiers are to be sent to the FOC encampment in the woods, where they plan on summoning some dark young to destroy everything there. Mi-go soldiers will "assist" using their hi-tech weaponry to destroy any humans who escape the dark young. The Fungi also plan to kidnap one or more of the FOC people at the Maclearan farmhouse so their brains can be harvested to determine just what these humans know about the mi-go, as well as to learn more about Federated Oil and Chemical.

For the investigators and those at the Maclearan farmhouse, the mi-go intend to summon a dark young and

direct it to charge at the farmhouse, grab two or three of the humans inside, and then return to the mine entrance on Broken Hill. The mi-go have no intention of stopping The Young from initiating their mass sacrifice plan, as it should provide a suitable distraction to the mi-go's true goals. See **Little Pigs, Little Pigs** (page 201) for further details of how this may play out for the investigators.

DRAMATIS PERSONAE

Many of the NPCs encountered in this chapter have already been described elsewhere. Sheriff Spencer and Deputy Cutter can be found in the **Campaign Background** (pages 43 and 47, respectively), while their profiles can be found with that of Agnus Bellweather in **Chapter 1**. *Dramatis Personae* entries and profiles for the FOC team members can all be found in **Chapter 3** (page 152). All other relevant NPC profiles are listed in the **Characters and Monsters** section at the end of this chapter.

Alexandru Cuzra, age 49, superstitious farmer

Cuzra's maternal grandparents were Romanians; from them, via his mother, he inherited much in the way of Romany belief and superstition. When he came to America from his birthplace in Romania, Cuzra thought he'd left the Old World behind, but once he started noticing strange things



Alexandru Cuzra

behind his farm (The Young's cult activities), his superstitious nature got the better of him.

- **Description:** a rather short, grizzled, and rough-looking man with weather-beaten olive skin, Cuzra is clearly a farmer. He has unkempt black hair, which appears to have not seen a comb in months, dark brown bloodshot eyes, and bushy eyebrows. He has a perpetual "wild-eyed" look about him. He usually dresses in old pants held up by suspenders, well-worn flannel shirts, and mud-caked boots. Cuzra is a chain-smoker who always has a lit hand-rolled cigarette in his hand or mouth. He speaks with a thick Romanian accent.
- **Traits:** Cuzra has suffered from nearly 30 years' worth of fear and paranoia on his farm, and it has not done wonders for his mental health. The stressed-out farmer is not far from permanent insanity. Hopefully, the investigators won't be the ones that cause him to snap.
- **Roleplaying hooks:** investigators might have heard mention of the "mad farmer" during their earlier visit to Cobb's Corners. With his wild stories about the *striga* and *moroi* that haunt the woods behind his farmhouse, Cuzra can point the investigators in the right direction to find The Young's sacred meeting place. Unfortunately, the timing of their discovering Cuzra and the stone circle most likely happens too late for the investigators to stop Deputy Cutter's plan for the Great Harvest of Cobb's Corners.



Emelda Cratchett, age 24, bitter widow

Born in Kingsport, MA, Emelda moved to Cobb's Corners with her family when she was three years old. Part of a large farm family—two sisters and four brothers—she knew Jethro Cratchett most of her life, having been attracted to the good-looking, soft-spoken farm boy since her early teens. She eventually married Jethro about seven years ago after a relatively short courtship. The pair raised enough livestock and crops to modestly support themselves and lead a fairly comfortable life.

Emelda loved her husband with all her heart, but he was known to have a wandering eye. An unresolved argument about the good-looking Daphne Devine and Jethro's obvious attraction to her took place just before his death and now Emelda is wracked with grief. She has decided living in Cobb's Corners is too painful, so she plans on moving away as soon as she possibly can.

- **Description:** a small-statured white woman with honey-blond hair, green eyes, and a beauty mark on her left cheek. Before her husband's death, she was considered quite attractive, although when the investigators meet her, she appears less so due to her grief. She is rarely seen wearing anything other than a conservative black dress.
- **Traits:** grief-stricken, angry, and longing to put her time in Cobb's Corners behind her.
- **Roleplaying hooks:** investigators might know Emelda's name from her letter to Robert Blaine (**Handout: Harvest 12**) or from Daphne Devine's journal (**The Search for Blaine**, page 129). Emelda can provide access to the journals of her late husband's well-traveled grandfather—the very ones Devine was so keen to get her hands on. It was Jethro's love for folktales and legends that led him to befriend Alexandru Cuzra, so Emelda can also be used to direct the investigators to the old farmer, if need be, and vice versa.

START: HOME IMPROVEMENTS

After a relatively short road trip, the investigators find themselves back in familiar, but perhaps not so fondly remembered, Cobb's Corners. Their little procession attracts plenty of curious looks from the locals, along with some disapproving ones—the latter most notably seen on the face of Sheriff Spencer.

As they arrive at the Maclearan farmhouse, an unexpected sight greets them: three large trucks with "Federated Oil and Chemical" painted on their sides and a group of about 20 men busily working on various tasks. Sam Morrison explains

Abelard sent these men ahead to fix up the old place to make it comfortable for the team.

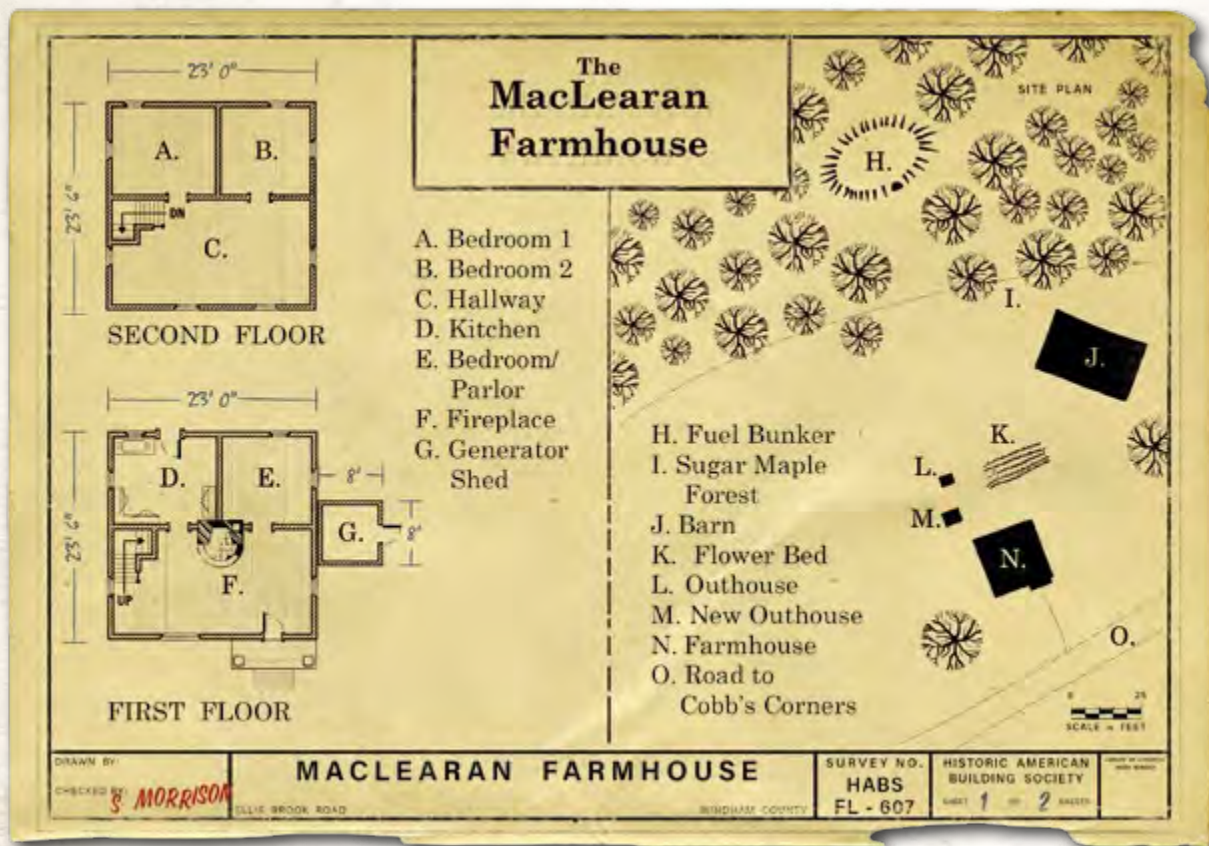
Keeper note: as true as this statement is, Abelard also knows this bluster of activity will draw the mi-go's attention.

The FOC workmen have already built a shed on the side of the farmhouse to store a generator (G). They've also dug an underground bunker (H) 50 yards/meters north of the farmhouse to hold four 50-gallon (190 liter) drums of gasoline; the bunker is built so that if the drums of gasoline somehow explode, they won't damage the house. Battery powered electric lights have been placed all around the outside of the building, and a string of electric lights have been run out to a newly constructed (and almost uncomfortably close) outhouse (M). From the outside, the farmhouse appears not to have been altered; however, on entering, it's plain to see it has been reinforced with oak and steel beams.

With the investigators' arrival, the workmen finish their duties and help to unload the team's equipment

(refer to **Handout: Harvest 14** and the **FOC Weapons** table, page 197), while also hooking up the generator to the radio and attaching the radio's antenna to the roof of the house. A small group of men follow Morrison's instructions and help him lay a series of traps and alarms around the farmhouse. These precautions include simple snares, wicked looking bear traps, nets in the trees to capture flying mi-go, other nets designed to fall on ground-based targets, large covered pits concealing cages, and trip-wires that should trigger a warning alarm inside the farmhouse. Such work lasts until early evening. Once everything is complete, the workmen drive away in their trucks, leaving the investigators and their four new friends on their own.

Unless already decided, either during the contingency meetings at FOC headquarters in Detroit or while the investigators are settling back into the farmhouse, the team must agree on who is sitting watch tonight. Despite some possible apprehension on the investigators' part, the team enjoys a peaceful night's sleep.



DAY TWO: THE WAITING GAME

In the morning, while breakfast is being made, Sam Morrison goes outside to check the traps and snares. He soon returns and calls the group to come outside to see what he's discovered.

About 60 feet (18 m) from the rear of the building, a bear trap has been sprung. The trap is covered in a sickly, foul smelling, yellowish-green goo. It's clear something triggered the trap, as the dirt around it has been disturbed. Matherson takes a sample of the slime for analysis—on examination (a couple of hours or so later), she confirms it seems to be the same material a mi-go dissolves into when it dies. Morrison concludes that, last night, one of the aliens must have come by to have a look at them and wound up losing a leg, as there doesn't appear to be enough of the slime to suggest a whole mi-go.

Today, Morrison and Drake plan to take a hike into the nearby hills to look for signs of the mi-go. Matherson stays behind at the farmhouse to set up her laboratory and to study the mi-go slime. Nekler also stays home to give his radio report and to tinker with the truck because, as he insists, "*It didn't sound right on the drive here.*"

As for the investigators, they can follow any course of action they wish. Some might want to accompany Morrison and Drake on the scouting trip. Those with a scientific background could lend Matherson a hand, and anyone with mechanical knowledge could assist Nekler.

Alternatively, the investigators might wish to head into town to speak with the locals: perhaps to ask about current events or any strange sightings, to continue gathering local lore possibly connected to the mi-go, or to follow up on any clues they found in Blaine's apartment (**Handout: Harvest 12**). Thankfully, the bridge over the Gismend River that was washed out during the storm the last time they were here (**Day Three: The Accident**, page 198) has been replaced by

FOC WEAPONS

Weapon	Skill	Damage	Base Range	Uses per Round	Magazine	Malfunction
Lee-Enfield Mk3 .303 Rifle	Rifle/Shotgun	2D6+4	110 yds	1	10	00
Colt model 1917 .45 Revolver	Handgun	1D10+2	15 yds	1 (3)	6	00
Thompson M1921 Submachine Gun	SMG	1D10+2	20 yds	1 or Full Auto	30	96
Very Pistol (Signal/Flare Gun)	Handgun	1D10+1D3 burn†	10 yds	1/2*	1	00
Hand Grenade	Throw	4D10** (3 yards)	STR/5 yds	1/2*	1	99

Key:

†Burn: Luck roll to avoid catching fire; take minimum damage first round (2), double damage each round thereafter until extinguished.

*One shot every two rounds (one full round to reload).

**Grenade: delivers 4D10 damage to all within 3 yards/meters, 2D10 to those within 6 yards/meters, and 1D10 to those within 9 yards/meters.

a very sturdy looking structure, meaning the investigators won't have to go on any lengthy detours to reach any sites of interest.

Keeper note: this is a good opportunity for the investigators to meet any residents they missed the first time around. Less experienced Keepers may also wish to split the group as little as possible so that their movements are easier to keep track of.

At the Keeper's discretion, the sheriff may come by to see what's going on and remind the investigators that he can easily run them out of town—again—if they've only come back to cause more trouble. Whatever actions are taken, this day should go by smoothly, with no major discoveries being made. This is the calm before the storm.

SECOND NIGHT

The Keeper should tantalize any investigator on watch, or one who had to take a late-night trip to the outhouse, with vague and unrecognizable shapes moving in the distance. Perhaps they hear a slight buzzing sound echoing down from the hills or see strange lights in the woods nearby. Whatever the Keeper decides to do, it should not lead to any immediate confrontation with the mi-go nor any proof the aliens were actually there. Feel free to also have a wild animal spring a trap and cry out in the darkness. These events should be used just to unnerve. Ideally, they serve to keep the investigator wondering if what they saw was real or just their imagination.

DAY THREE: THE TRAP IS SPRUNG

The third day is spent pretty much like the one before with one exception: if the investigators are interviewing the locals, they get to make the acquaintance of Alexandru Cuzra, an elderly farmer (**The Crazy Old Farmer**, following; **Dramatis Personae**, page 194). They may also decide to seek out Emelda Cratchett (**Looking for The Widow Cratchett**, page 199; **Dramatis Personae**, page 195).

The investigators can either come upon Alexandru Cuzra's farmhouse by chance, or, perhaps, another local they are interviewing could mention the "crazy old farmer and his strange stories" to the investigators. Alternatively, if they go to see Emelda Cratchett first (**Looking for the Widow Cratchett**, page 199), she can direct them to her late husband's friend.

Keeper note: if the investigators seem reluctant to talk to the residents again or have no idea that the widow Cratchett exists, have Mrs. Bellweather ring the farmhouse (or see them in town) to tell them that she heard they were back and that they may wish to speak to both Emelda and Cuzra if they want to get to the bottom of what's going on in the hills around Cobb's Corners.

THE CRAZY OLD FARMER

When investigators approach Alexandru Cuzra's farmhouse ("E" on the **Areas Around Cobb's Corners** map in **Chapter 2**, page 78), they notice a few peculiarities—foremost is a large cross nailed to the house's only door. Next to the door hang numerous lengths of rope that have been tied into many knots—a successful **Occult** roll suggests the knots are believed to entrap and beguile spirits. Cloves of garlic and small bundles of purplish flowers hang at every window—the flowers can be identified with a successful **Science (Biology or Botany)** or **Natural World** roll as *Aconitum napellus*, commonly known as "helmet flowers," "monk's hood," and—more infamously—"wolfsbane." A successful **Occult** roll confirms wolfsbane is believed to ward off evil creatures, such as werewolves.

Cuzra's superstitious nature is a result of his upbringing, reinforced by years of the local cult (**The Young: A Brief History** page 37) frequenting the woods behind his farm for their rituals and meetings with the mi-go. The Young use this spot due to its proximity to the standing stones (I) and the altar their predecessors erected when the cult was first formed.

Cuzra only gives the investigators a few moments of his time before spitting on the ground at their feet, curling the fingers of his left hand into a strange sign (a successful **Occult** roll recognizes it as a ward against the Evil Eye), and telling the group in broken English to get off his land or be shot. Cuzra is not kidding. After making his threat, he goes into his house and comes back out with a double-barreled shotgun. If that's not enough to get the investigators moving, the farmer waits another 30 seconds before firing above one of the interlopers' heads, warning them that the next shot won't be so friendly.

The reason behind Cuzra's rash action is his paranoid distrust of strangers. He is also somewhat cranky. Quick-thinking investigators might be able to make an **Extreme Persuade** or **Fast Talk** roll to stay his hand but, more likely, they will have to leave and come back later if they want to gain Cuzra's confidence. If the investigators can convince the farmer they are not here to harm him, they are opposed to whatever evil haunts the woods near his farm, and they truly believe there are strange critters in those woods and

hills, then Cuzra tells them his tale. Depending on an investigator's approach, the Keeper may require a Hard or Regular **Persuade** or **Fast Talk** roll. Of course, if the investigators can somehow bring tangible hard proof to convince Cuzra of their good intentions, then things may go a lot easier all round (no roll required). Mentioning that Emelda Cratchett sent them also helps to calm the old man and gets him to tell his story.

Cuzra's Tale

Cuzra tells the investigators he often sees mysterious lights and hears disembodied voices coming from the wooded hills north and west of his farm, which he calls "evil spirits." If that was not bad enough, a couple of years ago, two of his cows disappeared, and once, maybe a year ago, he found another of his cows slaughtered in the field. "*The devil's hoof prints were all around her corpse,*" he says, shuddering at the memory.

Cuzra knows exactly what is happening, explaining, "*It's striga cavorting with the devil and possibly moroi, too.*" (A successful **Occult** roll identifies that *striga* are witches, while *moroi* are vampires.) He knows this to be true because on some nights he can hear the horrible bellowing and roaring of demons and the voices of the children the *striga* use in their blood sacrifices. These sabbats happen once a month, usually

when there is no moon in the sky, and have been going on for years. Cuzra has gone to the sheriff with his stories, but since the sabbats have not stopped, he now believes the sheriff must be one of the *striga* and so should be avoided. The only person who believed Cuzra was Jethro Cratchett, but he's gone now, and Emelda, his widow, "*don't come round no more.*" (See **Looking for The Widow Cratchett**, page 199.)

Keeper note: Sheriff Spencer told Deputy Cutter to check out the crazy old man's stories; Cutter, naturally, did nothing and reported that a thorough search of the area found no evidence of any form of gathering, let alone sacrifices, saying that it was all in the old man's imagination.

If the investigators wish to explore the area where Cuzra says the witches' sabbats are held, they must head into the woods at the northern edge of Cuzra's farm and walk through 200 yards/meters of thick undergrowth, thorn bushes, and deep mud before reaching a clearing. At the center of the clearing is a low mound, on top of which are five standing stones in a circle, with a block of stone laid on its side in the center (the altar). The standing stones are very old and range from 5- to 6-feet (1.5–1.8 m) in height. Some have strange symbols carved into them. A successful **Cthulhu Mythos** roll reveals these symbols to be related to the worship of



Alexandru Cuzra's tale

Shub-Niggurath, the Mother With a Thousand Young. If no one has any skill in Cthulhu Mythos, a successful **Hard Occult** roll suggests the symbols are representations of an agricultural fertility deity. The altar stone is darkly stained from years of blood sacrifice. Examining the area could turn up some useful clues. Successes with the highlighted skills reveal the following:

- **Track roll near the mound:** finds many light footprints, the result of numerous people visiting numerous times. Most of the footprints are small to mid-size, obviously the tracks of children and teens. Due to the sheer number of them, it's difficult to determine how old the footprints are—although the freshest were possibly made as recently as a month ago.
- **Track roll outside of the stones but within the clearing:** reveals a huge, deep hoof print, at least 26 inches (66 cm)

across. A successful **Cthulhu Mythos** roll identifies that it probably belongs to a spawn of Shub-Niggurath, one of the so-called dark young.

- **Spot Hidden roll near the mound:** uncovers a child's toy, a yo-yo.

LOOKING FOR THE WIDOW CRATCHETT

Investigators who discovered the letter from Emelda Cratchett while searching Robert Blaine's room (Chapter 2, **Handout: Harvest 12**) probably want to see if they can find Mrs. Cratchett—an **INT** or **Idea** roll might be used to remind the players if they've forgotten this lead. If the investigators are not privy to this information, they may hear of Jethro Cratchett's unfortunate death and of the existence of his widow from either Alexandru Cuzra (**The Crazy**

THE JOURNALS OF MORTIMER R. CRATCHETT

English, by Mortimer R. Cratchett, c. 1850–1870

A series of 12 journals, each of the volumes varies in size and color of binding. These books have been well cared for but have often been thumbed through and are beginning to show their age. The journals cover Mortimer Cratchett's 20-year career as a traveling salesman, visiting the mid-west and eastern portions of the country. In addition to the Sanity loss and Cthulhu Mythos skill gain, reading all 12 journals grants the reader skill improvement checks in Anthropology, History, Natural World, and Occult, which if successful grant +1D10 points per skill.

Only one journal contains Mythos information (**Handout: Harvest 18**), although the Keeper is encouraged to imbue the other journals with Mythos references Cratchett may have inadvertently stumbled upon, providing plot seeds and hooks for further investigation—potentially, the investigators could send the journals back to Miskatonic University, where they are later discovered by a whole new party of investigators keen to seek out hidden truths.

The third journal is the one Emelda Cratchett remembers Daphne Devine being particularly interested in. Written over a span of two years from 1853 to 1855, this is a log

of interesting places and people Mortimer Cratchett encountered on his sales trips. Interspersed with his often comical, sometimes harrowing, dealings with other people, Cratchett unknowingly penned two instances of Mythos related conversation.

The first involved a freakishly ugly young girl he caught trying to steal his wallet in Boston who claimed to be running away from her abusive family who lived near the Old Mill Cemetery. Mortimer writes that she ran off with a strange, loping gait before he could find out the name of her kin. In reality, unbeknown to Cratchett, the girl was undergoing the change into a ghoul.

The second instance of Mythos activity involves a conversation Cratchett had on May 10, 1853 with a man named "Hank" as the pair journeyed home to Vermont (**Handout: Harvest 18**).

- **Sanity loss:** 1D6
- **Cthulhu Mythos:** +1/+3
- **Mythos Rating:** 12
- **Study:** 12 weeks
- **Spells:** none
- **Skill checks:** Anthropology, History, Natural World, Occult

Old Farmer, page 198) or **Agnus Bellweather** (page 74), if they decide to pay her another visit or if she is proactive in contacting them.

Keeper note: the investigators could attempt to find Emelda Cratchett before Day Three, especially if they have her letter to Blaine. You can either move this encounter to Day Two and run it as directed, or have the investigators arrive at the house on Day Two to find that Emelda is out of town making arrangements to move in with some relatives—a note pinned to the front door informs callers that she will be back tomorrow.

Investigators approaching the house (D) notice that a “For Sale” sign has been pounded into the front lawn, while the bushes and flowerbeds decorating the property have been allowed to run riot. Small signs of disrepair are evident here and there, such as a loose step or peeling paint.

A young woman in a conservative black dress greets those knocking. If the investigators introduce themselves as students from the university, they are in for a hard time, as Emelda blames the other students—Blaine and Devine in particular—for the death of her beloved Jethro. It takes a clever investigator and either a successful **Persuade** or **Charm** roll, both at Hard difficulty, to get into the distraught widow’s good graces, but once achieved, the team is rewarded with some useful information. If the investigators can contrive some other way of gaining her trust or patience, the Keeper should allow it, perhaps adjusting the roll to Regular difficulty or not requiring a roll at all.

Those able to convince Emelda to talk are invited into her home, where it’s obvious she’s in the process of moving out. She leads the investigators to the parlor, where everything but a few chairs have already been packed away. Emelda explains she’s moving to Brattleboro to live with her sister, Angela. When everyone is comfortable, the young widow answers questions to the best of her ability.

Jethro was a gregarious fellow, who learned many tall tales from his grandfather—a carpetbagger originally from Petersburg, Indiana. His grandfather kept journals of his travels from town to town, writing down what he saw, who he talked to, and any tales he heard—see **The Journals of Mortimer R. Cratchett** (nearby) and **Handout: Harvest 18** for details.

Jethro would often visit old Mrs. Bellweather and swap stories. He even formed a close friendship with Alexandru Cuzra, occasionally sleeping over when Alexandru thought the sheriff and his witches would be dancing around in the woods behind his house.

When those college students, Ms. Devine and Mr. Blaine, came around asking for local legends, the townsfolk told them

to speak to Jethro, and he was glad to help them. He told them all about Sarah’s Shade (**The Full Treatment**, page 82), but they wanted to know about creatures that were supposed to live in the hills around the valley. Jethro wouldn’t say anything about it, but that Ms. Devine told him some things and gave him some hooch. She won him over with her lies. She and Blaine came back a few times, always wanting to look in one of Old Cratchett’s journals and know more about the creatures in the hills. Then, the students went up into the mountains and died. Not long after that, Jethro died, too. He was found in the hog pen; unfortunately, no one knows how he died because the hogs had already been at him.

If the investigators ask to see the journals, Emelda is willing to let them peruse them—if they promise to try to get them published, she’ll let them keep the books, as the thought of having Jethro’s grandfather immortalized in print quite overcomes her.

LITTLE PIGS, LITTLE PIGS

The following section describes the various events that unfold once the mi-go and The Young unleash their plans (see **A Night of Chaos**, page 194). This train of events starts whenever the Keeper is ready to trigger it—probably on the evening of Day Three or Four, depending on who the investigators have talked to and what they’ve discovered as a result.

Keeper note: we recommend not waiting too long before unleashing the dark young, as the investigators may want to go exploring, meaning they could, potentially, end up avoiding the chaos altogether. For example, if the investigators already know the location of the standing stones behind Cuzra’s farm, they may be planning a stake out or raid. Before they can put any such plans into effect, the mi-go should strike—ideally, while the investigators are at the Maclearan farmhouse. Having said that, if you’re running a classic campaign rather than a pulp one and have a group of investigators who aren’t best suited to combat, the investigators being elsewhere may prove to be a handy option to ensure they later reach the mi-go base alive.

If they’ve spoken to Alexandru Cuzra, the investigators know that if something is going to happen, it will be at the dark of the Moon. No doubt, at least one person will ask when the next new Moon is due. If the Keeper is ready to activate the mi-go’s scheme, they should tell the investigators that it’s tonight (!) and then set events in motion for the strike on the FOC encampment and the Maclearan farmhouse, as well as The Young’s destruction of Cobb’s Corners.

Finally on my way home again, the sun is shining, birds are singing, and I am sitting in the most wretched smelling boxcar between here and Vermont. I almost didn't make the train, but was luckily helped aboard by an Indian fella. We've spent most of the day talking and swapping stories while a few other passengers lie on the other side of the car, snoring fit to raise the dead.

This Indian, I'll call him 'Hank' as I didn't get his real name, told me a peculiar story. Hank said his people are the Abenakis from the Green Mountains in Vermont, close to my home in Cobb's Corners. One mountain he mentioned by name was Broken Hill and I think I recall hearing that name back in my youth. According to Hank, strange critters had been living in the mountains there since before God created man. In fact, he said these creatures don't worship no Christian God, he says they worship other things. These creatures don't really bother anybody much, as long as folk keep their distance from certain hills where they live. Hank said you can find such places if you know what to look for. Places animals shy from, spooky quiet places, or have strange old stones marking the territory. Sometimes they take people in the night, especially people who go poking around in their hills. Sometimes

they send the people back, but changed, and never the same as they was before.

Hank swore that one time when he was a boy, his father pointed out one of the creatures flying haphazardly across a moonlit sky. Hank asked his father why the thing flew like a wounded duck. His pa told him that, just as he could never swim as well as a fish, neither would this creature fly like a bird, as the sky was not its home. Hank's father warned him to watch where he stepped, as the creatures loved to dig in the earth and had created vast warrens in the mountains.

From what I gather, these things are digging for something, like precious metals or gems or some such. Apparently, they can't find whatever they are looking for anywhere else.

It got me to thinking as I sat quiet looking at Hank. I'm sure I recall about some caves up in a mountain called Broken Hill near home. I'm writing this all down to remind me to look into it when I get home. A fella could make a killing selling these critters mineral rights!

The investigators are assumed to be at the farmhouse on the night the attack is scheduled to begin; it's pretty dark outside, as there's a new Moon, and a light rain has begun to drizzle down from the sky. The investigators may be attempting to study Cratchett's journals, make plans to return to the standing stones, or even to scout out Broken Hill.

IT BEGINS

After they've grabbed a bite to eat and started to settle in for the night, an alarm bell begins clanging in the kitchen. Anyone looking outside sees nothing but overgrown vegetation and trees. Nekler, not one for taking chances, cranks up the radio and calls the nearby FOC security team, asking for a group of men to come over to the farmhouse and look the place over. A voice on the other end confirms the request; any investigators near the radio hears the voice yelling orders about going to the farmhouse—otherwise, a successful **Listen** roll is required to hear Nekler's conversation with the FOC mercenaries.

A few moments after Nekler stops transmitting, everyone hears a loud crash from the direction of the sugar maple forest. Drake, Matherson, and Morrison head to the property's rear windows, as may any of the investigators, to see what's out there. Those looking see nothing at first, but then, slowly, through the darkness, they can make out something huge—like a gigantic misshapen tree—seemingly pulling one of its many roots (legs?) out of a large pit trap; its limbs flail about wildly in apparent agitation. Call for a **Sanity** roll (1D3/1D10 loss) from all those who see the creature, which a successful **Cthulhu Mythos** roll identifies as a dark young of Shub-Niggurath (profile, page 219). Those who stayed close to the radio with Nekler are privy to his attempts to raise the soldiers again, but this time his pleas are only met with static.

The dark young outside takes a few moments to assess the situation before charging at the rear of the building. Those at the windows see the thing begin its charge—hopefully, they get the idea to move well out of the way before it hits the farmhouse's back wall (if necessary, a successful **DEX** roll). As the beast hammers against the building and begins to thrash about, it should become painfully clear that the farmhouse, albeit recently strengthened, cannot stand against this creature's preternatural strength.

Desperate Tactics

Morrison grabs Nekler and declares they are going to sneak around to the side of the building to lob grenades at the thing—they eagerly accept any aid the investigators wish to provide. Those who go outside to watch or attack the dark young may be impressed by how little damage the explosives

and their guns do to it—in addition, they are also now perfect candidates for capture or crushing by the beast.

Keeper note: who the dark young captures is up to the Keeper and depends on how confident they feel about dealing with a divided group of investigators as the rest of the night's events unfold. The creature has been ordered to abduct the farmhouse's tenants; it has five attacks each round, four of which can be maneuvers to grab the corresponding number of humans. Likely candidates for capture are Nekler and Drake as their skills will be the least valuable during the rest of this scenario—Nekler has, also, rather conveniently, put himself in the dark young's way. Of course, usually the best motivation for the investigators is having one or two of their number captured. The Keeper is advised to let things play out but have Nekler and Drake “ready” to be captured if necessary.

Rather than drain STR or outright kill any captured humans, the dark young instead holds them tightly in its tentacles. Those held are unable to break free, although a lithe investigator might be allowed an Extreme **DEX** roll, at the Keeper's discretion, to slip out of the monster's grasp (and suffer 1D6 falling damage; halved with a successful **Jump** roll). The creative use of certain spells might also cause the monster to release one of its prisoners. In all cases, the dark young should be allowed to (eventually) depart with at least two human captives; ideally, these should be people the investigators care enough about that they will pursue them in hopes of mounting a rescue.

Keeper note: it's entirely possible that someone may be killed by the dark young during its assault on the farmhouse; the most likely candidate is Morrison, who bravely (albeit foolishly) repeatedly attacks the creature in an attempt to drive it off. Of course, complete stupidity on an investigator's part may also be met with deadly force. It is suggested that the Keeper considers having players whose characters have been captured or killed take on the role of an FOC soldier or that of Larry Nekler, David Drake, Sarah Matherson, or Sam Morrison—depending on which of them is still around.

Just when things look their bleakest and at least a couple of humans are wrapped up in the monster's tentacles, a truckload of FOC soldiers comes roaring through the now torrential rain. The driver, on seeing the monster, accelerates hard and rams into the creature. A generous Keeper may decide that, since a dark young takes damage from hand-to-hand combat, any impact-related incident (i.e., a fast-moving vehicle) delivers damage—in this case, 2D10 (for a truck)—prompting the creature to quickly lope off with its captives.

On the other hand, if the Keeper feels the mercenaries' appearance unbalances the situation, they should feel free to have another dark young come crashing out of the trees—keep in mind that, while the creatures have orders to capture rather than harm those in the farmhouse, there is no such constraint against crushing these new arrivals.

Once the dark young has disappeared into the night and the survivors' wounds have been tended to, if no one has a plan, one of the FOC soldiers suggests following the creature and finishing it off. A successful **Spot Hidden** or **Track** roll, or simply close scrutiny of the area, notices a series of puddles leading from what remains of the farmhouse. The puddles seem to consist of dissolving goo which could be the dark young's blood. In addition, the ground around the property is all ripped up, but a little farther away, the monster's large hoof-like prints can clearly be seen in the damp earth.

On discovering the "blood puddles," the soldiers take this as proof that the monster is clearly wounded and nearly done for, making the previously apparently insane suggestion to follow and kill it sound at least vaguely feasible. The puddles may be all the evidence the investigators need to spark the desire to mount a rescue operation. Then, upon finding the thing's prints in the earth, the route of the monster is confirmed, providing what should be a simple way to track and pursue.

Now that the thought of pursuing the monster and retrieving their companions has been established, the investigators (or one of the NPCs) may want to quickly head to the FOC camp to pick up supplies, weapons, and more men—if so, see **The Massacre**, following. Otherwise, go to **Options** (page 206).

THE MASSACRE

Approaching the FOC soldiers' camp through the heavy rain, the investigators hear the sounds of a battle. Screams, gunfire, guttural growls, and other less identifiable but equally terrifying sounds rage across the night air.

Arriving at the edge of the campsite reveals a scene of utter horror. The camp's contents are strewn about as though a train has come crashing through its center. The remains of what once were experienced fighting men dot the area, seemingly tossed about like ragdolls, although some appear to be frozen solid. Here and there, puddles of yellowish-green goo splatter the blood-soaked mud.

Yet, the battle isn't over: four dark young and ten mi-go soldiers (**Creatures and Monsters**, pages 219 and 221, respectively) continue their grisly mission. The dark young finish off any remaining resistance within the camp, methodically butchering the last few men as the investigators look on: trampling them, ripping them to pieces, or tossing

them into the surrounding trees where they hang, impaled on the shadowy branches. Viewing such a devastating scene of carnage provokes a **Sanity** roll (1D2/1D6+1 loss). The Fungi have the campsite nearly surrounded (the investigators have wandered in through a break in the line) and mop up anyone who evades the rampaging tree-creatures. Eventually the mi-go send the dark young to assault the town while they take wing for **Broken Hill** (page 248).

Keeper note: it should be painfully obvious that there's little, if anything, the investigators in a classic *Call of Cthulhu* campaign can do against these sorts of odds, and even pulp heroes would be hard-pressed to survive a direct encounter with such formidable and numerous opponents. It would be very easy for the entire party to be killed if they attempt to engage the monsters. Sensible investigators immediately turn the car around and return to the farmhouse or wait, hidden, until the monsters have moved on. But, if they do decide to engage the monsters here, one option is to have the dark young capture the investigators on the mi-go's orders. After all, they're somewhat infamous thanks to their exploits to date and warrant interrogation at Round Hill rather than instant death. Don't forget that a viable consequence of insanity and a bout of madness is to have the character flee the scene. You may also wish to allow brave and quick-thinking investigators to stealthily snatch one or two of the nearby surviving wounded and lead—or drag—them away. Call for **Stealth** rolls for them to do so, but be aware that failure may bring disaster to one or all of the investigators if they don't move quickly to flee the scene. Should anyone attempt to use one of the trucks to flee—or get the injured to safety—they find its engine (and the men seated inside the cabin) frozen solid; they'll have to come up with another way to escape.

If the investigators arrive at the camp after the mi-go have sacked it or wisely wait for the monsters to leave, they may wish to wade through the destruction in search of any survivors or useful equipment. A successful **Listen** roll detects a low moaning coming from an area of thick brush. Upon inspection, first one frozen foot, then another, pokes out from the bushes. Next, chips of what appear to be frozen meat and bone lead to the frosted pant legs of one of Abelard's men, his back against a tree. He cradles the remains of his frozen left arm (broken off at the elbow), and madness is written in bold strokes upon his face—a soldier who survived the horrors of the Great War only to lose everything fighting creatures whose presence makes a lie of all he held sacred.

Examining the man leaves the investigators with the certain knowledge that he is not long for this world (no roll

required); there is little first aid can do to help him. Suddenly, the soldier snaps out of his catatonic state, gasping, *"All of a sudden the trees started to attack us... They just started grabbin' men an' stomping... We couldn't... Big bugs flew down from the trees an'...an'... They had guns that froze things..."*

The soldier—Teddy Hobson, from his name tags—slowly realizes he's holding his frozen arm. He glances down at his legs, a look of understanding breaking across his face as he examines his stumps. He slumps back against the tree and falls silent. Those with him see the light fade out of his eyes. Within moments, he is dead.

Keeper note: if the investigators go straight to Broken Hill rather than heading to the campsite first, they may later visit this scene of carnage once they have escaped the mi-go base. If so, use the description as written but leave out the monsters (who are long gone). Everyone at the site is dead except for Teddy (allowing him to deliver his final monologue). Sanity loss for seeing the remains of the massacre is 1/1D6 Sanity points.

OPTIONS

At this point, the investigators realistically have three routes available to them:

- **Try to leave the valley:** this is very difficult, as a number of dark young have been ordered to guard the only road in or out of Cobb's Corners. Attempts to sneak past are all but impossible, plus the dark young employ **The Red Sign** spell (**Spell Appendix**, page 273), which effectively closes off all avenues of escape. At some point, the arrival of Shub-Niggurath supersedes the mi-go's control, causing the creatures to join their brothers in town for the killing spree. At this point, the wards collapse, meaning investigators could escape if they haven't already been driven into town.
- **Stay and hide in the farmhouse:** this simply means the investigators are present when a group of mi-go soldiers swings by to check for survivors. They root out any hidden investigators and order them at gunpoint to Broken Hill. If there's any doubt as to which side would prevail in such an encounter, the Keeper should have two dark young turn up as well. This option gives the investigators a chance to mount an escape attempt from the **Captives' Room** (page 216), hopefully before any of them have their brains removed by mi-go scientists. Note that investigators going insane at this point are likely easily grabbed up by the mi-go or dark young.

- **Attempt a rescue:** ideally, the investigators chase the dark young who kidnapped their friend(s), either on foot or with their vehicles. The dark young is easy to track, as it is huge and not subtle in its journey to the mi-go base; however, progress is slow, as the fields are not easily traversed by foot or automobile when dry, let alone in the increasingly powerful deluge. The dark young, who doesn't have to worry about tripping over corn furrows or bogging down in the sodden earth, makes good headway and delivers any captured humans to its mi-go masters at Broken Hill before the investigators can catch up with it. The mi-go use spore guns to render the captured humans unconscious and then carry them through the mines connecting to Round Hill for later interrogation. The dark young is ordered to guard the Broken Hill mine entrance, which it does until Shub-Niggurath manifests (as described in **Chapter 5**).

THE MINE ENTRANCE AT BROKEN HILL

Having chased the dark young or simply followed in the wake of its destructive passing, the investigators arrive at Broken Hill. A few white pine trees dot the hillside, along with various bushes and other vegetation. The dark young can easily be spotted some way up the hill. Observant investigators note their captured comrades are nowhere to be seen.

Through the darkness and rain, a successful **Hard Spot Hidden** roll (reduce the difficulty if binoculars are employed) notices the monster seems to be guarding a particular clump of bushes. If the roll is failed, the investigators can attempt to sneak closer, allowing them to see the situation without a second roll. An Extreme success or simply getting close enough enables the investigators to make out some sort of cave mouth (?) mostly hidden by the bushes. Getting past this lone guardian may be problematic, requiring cunning and stealth.

The mine entrance is hidden behind the guarded bushes and is approximately 250 feet (76 m) up the hill and to the right of the mound where the surveyors of last August's field trip carried out their final excavation. The entrance to the mine is a hole roughly 6 feet (1.8 m) in diameter.

The mine entrance is too small for the dark young to enter, so one way to get past the creature is to have someone act as bait to lure it away, allowing everyone else access to the mine. The "bait" can hopefully circle back to enter the mine before the dark young returns. Less imaginative investigators may attempt to kill the thing, which won't be easy, even if it was wounded by the mercenaries' truck.



Keeper note: an all-out assault on a solitary, possibly injured, dark young is much more in keeping with a pulp game than a classic one. We advise you to give the players some time to think about how they want to tackle getting around the dark young and into the cave mouth. Award ingenuity.

Once through the entrance, the tunnel slopes downward at a 45-degree angle for several feet before opening up into the actual mine. There are no lights, so hopefully someone thought to bring some illumination. If not, a successful **Luck** roll finds an old, near empty but still functioning oil lamp—proving that humans once used these dark tunnels. The mi-go's smell, somewhat like mildew mixed with old moss, pervades the tunnels and grows stronger the closer the investigators get to Round Hill. No rats, bats, or other vermin inhabit these caves, as terrestrial animals avoid the strange scent and sub-atomic vibrations produced by the Fungi.

Approximately 5 miles' (8 km's) worth of tunnel exists between Broken Hill and the mi-go base beneath Round Hill. Those at the Broken Hill end consist of a naturally formed cave complex, which the mi-go expanded to allow subterranean access to Round Hill. Fungi logic demands an orderly layout for their mining operations, and their technology enabled them to tunnel in a near straight line from their base at Round Hill to join up with the older cave system at Broken Hill.

The mi-go corridors are uniformly 25 feet (7.6 m) in height and width, large enough to accommodate their mining equipment. Almost all the corridors bore through solid granite. The floors of many are perforated by 19-foot (6 m) squares cut hundreds of feet/meters deep. These cutout squares are the result of the mi-go's **Earthquake Mining Machines** (page 30).

All the investigators have to do is follow the natural caves down to the main mi-go corridor and then follow it for 5 miles (8 km) until they come to the aliens' base at Round Hill. Taking the time to negotiate the seemingly random huge square holes ensures the investigators avoid falling to their deaths. If investigators are insane or otherwise in danger, avoiding these pits may call for a successful **DEX** roll (and a last-ditch **Climb** or **Jump** roll to avoid certain death). Cautious investigators who rope themselves together, use some form of lighting, or who simply keep hold of each other's hands can avoid letting a colleague fall to their doom.

Keeper note: as an option, if you would prefer not to have your players wandering about in this potentially dangerous area, or simply want to move the action on, you may allow them to notice a soft radiance in the natural caves inside Broken Hill. The light is emitted from a metal arch that leads into a room filled with other metal arches, clearly of strange

and futuristic design. The arch is a Gate, which deposits the investigators in one of the many Gate rooms in the Round Hill complex (as described in **Gate Rooms**, page 212). It costs 1 magic point and 1 Sanity point to use per trip.

If following the main corridor, occasional tunnels branch off to either side and lead to other mine workings or places of interest to the Fungi. The chances of encountering mi-go along the central path are very low, as they do not expect any humans to get past the dark young; they're also not expecting any ore shipments from their other mines at the moment. Investigators making a successful **Science (Geology)** roll notice occasional tiny chunks of pasquallium ore (if they are familiar with it) embedded in the rock strata. These deposits are too small for the mi-go to waste time and effort extracting them.

In one of the side tunnels to the main corridor sits a 20-foot (6 m) high earthquake mining machine. If an investigator meddles with the machine, the Keeper should ask for a **Luck** roll: a result of 99 or 100 indicates they've managed to somehow turn it on momentarily. The machine growls to life,

vibrating and humming with alien menace. Call for a **Sanity** roll by the investigator who tampered with the machine (0/1 loss). After a few seconds, the machine powers down, and the investigators (if they've not already run away) can breathe a sigh of relief. The mining machine was recently brought here to seal the corridor should the mi-go plan go wrong and lead to inquisitive and angry humans finding their lair.

Keeper note: another such machine is located in the Round Hill base in case of similar incursions ("A" on the base's map, page 211).

Eventually, the investigators see a faint blue-green glow ahead. Closer inspection and a successful **Science (Biology or Botany)** roll identify it as coming from an unknown variety of luminescent fungus (possibly extraterrestrial, if a sample is taken and later analyzed). This mi-go engineered fungus, which can be found throughout the Round Hill complex, emits light just bright enough for a human to read and move about by.

GATEWAY TO THE MOON

While in a classic campaign, the main corridor ends in a blank wall, in a *Pulp Cthulhu* version of this campaign, things are a little different. Embedded in the end wall is a 5-foot (1.5 m) wide, 1-foot (30 cm) deep arch that reaches to the ceiling. The arch is forged out of a metal that cannot be identified and is covered in mi-go script. Several dull stones are embedded within the metal frame. This is the mi-go's Gate to the Moon, which plays a major part in the optional pulp scenario **Mission to the Moon** (Chapter 6, page 247). However, for the moment, the Moon Gate is inert and does not react to any tampering or prodding by the investigators.

Alternatively, if the Keeper wishes to involve the heroes in the discovery of the mi-go's Dimensional Gate rather than just having them informed of its existence (**Mission Improbable**, page 249), then the Moon Gate is active, as indicated by its gently glowing stones. Wandering through it costs the heroes 5 magic points and 1 point of Sanity and, after a moment's dizziness, lands them in a tunnel carved from a white, chalky rock. For a description of what the tunnel looks like, see **The Moon Gate** (page 250). For what they find on the Moon, see **Walking on the Moon** (page 258). If the Keeper chooses this option, they will need to adapt the events of Chapter 6 accordingly, possibly having the heroes be the ones

to inform FOC of the Gate's purpose and the terrible things to be found on the lunar surface.

Keeper note: if you would prefer to have the journey to the moon as a sidetrack adventure now, rather than after the heroes have faced Shub-Niggurath (**Is That You, Mother?**, page 236), then permit the heroes to find sufficient explosives to destroy the Dimensional Gate, perhaps in the base at Round Hill, stashed somewhere in the lunar tunnels, or in the ruins of the elder thing city. Of course, knowing most players, they may come up with some other suitably spectacular method of dealing with the Dimensional Gate and should be rewarded for their creativity. Use the information found in **Walking on the Moon** (page 258) to run this adventure, adjusted to suit.

While the events of Chapter 6 are optional and more tailored to a pulp campaign, if the Keeper thinks their players would enjoy a sidetrack adventure to the moon after the main events of *A Time to Harvest* are concluded, then by all means, they should adapt **Mission to the Moon** for a classic game, reducing the number of potential opponents the investigators will face on their journey.

THE ROUND HILL COMPLEX

The mi-go at Round Hill can be considered a token force at best. Since the aliens consider all points of entrance well-guarded, internal security is lax and very few of the mi-go here routinely carry weapons. The Fungi move freely about their complex during the investigators' visit, so if the characters hope to pull off this rescue mission, they need to use stealth and wait for suitable opportunities.

Keeper note: while this is certainly true for a classic *Call of Cthulhu* game, pulp heroes may prefer a more action-oriented run at the base. That's certainly a possibility, but there may well be consequences for such actions further down the line (see following and the **Computer Room**, page 210).

Occasionally, the investigators may come across mi-go sleeping in hallways and rooms—the aliens don't have specific sleeping quarters, so they pretty much work until they're tired, sleep wherever they happen to be, then go back to work when they wake. Thus, sleeping mi-go might be found curled up in the corner of a room, hanging upside down from a corridor ceiling, or seemingly collapsed next to a work station. As long as the investigators tread lightly and do nothing to deliberately wake these creatures, they remain asleep (although the Keeper may wish to call for a **Luck** roll; if failed, a mi-go begins to rouse from its slumber). If the unthinkable happens and the mi-go are woken and find undesirables in their base, they seal up important rooms and begin actively patrolling the corridors in well-armed groups.

In some rooms and along many of the corridors, large grates are set into the floor, each approximately 10-feet (3 m) in diameter. The sound of running water can be heard in the darkness below, suggesting some sort of underground river. The grates can be lifted and removed with a successful Extreme **STR** roll (assume versus STR 150); alternatively, multiple people helping to lift a grate reduces the roll's difficulty, per **Physical Human Limits**, page 88 of the *Call of Cthulhu: Keeper Rulebook*. Taking the plunge into the unknown and jumping down through one of these holes lands the investigator in the river—see **The Underground River**, page 209, for what happens next.

Illumination in the corridors and rooms comes from yet more light-emitting fungus growing on the walls and ceilings throughout the complex. Investigators worried about getting lost in this labyrinth can easily scrape small arrows in the fungus to point their way out.

KEY ROOMS IN THE ROUND HILL COMPLEX

Worship Room (B)

The investigators smell this room before they enter it: a fetid odor, like sour milk, pervades the surrounding corridors. This huge chamber is roughly 100-feet (30 m) square. Dominating its center is a crude sculpture of Shub-Niggurath, somehow defying gravity and hovering over a circle of five standing stones. Unlike the elder things, the mi-go lack artistic expression in their drone-like society, meaning concepts of beauty and art are incomprehensible to them. Thus, this representation of the Outer God boasts little in the way of detail or artistic insight. It is so poorly depicted that the investigators do not have to make a **Sanity** roll to view this "Cubist-like" artifact; however, should an investigator succeed with a **Cthulhu Mythos** roll and recognize what the sculpture actually is, they will need to make a **Sanity** roll (0/1D4 loss). Sometimes, ignorance is bliss.

Those entering notice there is a tarry substance on the floor, making the ground sticky to walk upon. If Sarah Matherson is with the group, she readily identifies the stuff as the matter mi-go leave behind when they die. Judging by the goo's thickness and spread, staggering numbers of mi-go have met their end here.

EXPLORING THE COMPLEX

During the search for their captured colleagues, the investigators may come across all manner of different rooms, each designed to fulfill different functions. The map presented on page 211 shows a range of rooms in one potential layout; however, the Keeper is at liberty to expand, cut, and otherwise alter such rooms and the map of the mi-go complex to best suit their needs. Exploring the base should be a thing of frightening wonder, excited trepidation, and fear for the investigators—not a laborious exercise in cartography.

The Keeper should also feel free to make up their own alien sights to place in the investigators' paths. The complex is uniform in look and design, so corridors are identical and provide ample opportunity for disorientation. Remember, this complex was built by alien minds, so it's unlikely to make much sense to mere humans—meaning anything goes!

The standing stones are about 5-feet (1.5 m) high and are covered in mi-go script and unnerving depictions of crudely drawn mouths, eyes, and what could be tentacles. Those able to read this writing (a successful **Language (Written Mi-Go)** roll) can see the stones are dedicated to the summoning of Shub-Niggurath. The stones can be identified as being of extraterrestrial origin with a successful **Science (Geology)** roll. Furthermore, the stones have been enchanted to aid in the summoning of the Outer God (adding +50% to the chance of success when casting the Call Shub-Niggurath spell).

Keeper note: mi-go reproduction at the base is (usually) performed in the presence of their god. On those occasions, Shub-Niggurath is summoned to attend over a frenzied orgy resulting in the deaths of the attendant mi-go. The baby mi-go crawl out from their parents' decomposing corpses, latching on to "nurse" mi-go, much like remora sticking to a shark; it's a rite no human is ever likely to see or comprehend.

Being in this chamber automatically sets the investigators on edge. The sticky floor, the nauseating smell, and the weird stones all combine to make this place feel strange and dangerous. If the investigators dwell too long in here (after five minutes or so), the walls seem to press in on them; the air grows thick and hot, and a strange flickering can be seen in the corners of their eyes.

Keeper note: these are just the after effects of a place deeply imbued with the otherworldly energy of an Outer God. Such feelings only grow if the investigators tarry here too long—a growing sense of dread that something awful is coming. Feel free to be inventive in describing such senses and feelings; if necessary, call for a **Sanity** roll (1/1D3 loss), which may well provoke a swift exit from the chamber.

Food Storage Rooms (C)

Roughly 10-feet (3 m) wide by 20-feet (6 m) long, these rooms are filled with racks of trays covered in a pale, almost transparent alien fungus. A 3-foot (90 cm) wide central pathway divides the rooms in half. The whole place smells of rotting flesh, provoking a **CON** roll; failure causes an investigator to become nauseous and throw-up.

The strange fungus consumed by the mi-go is stored here after being imported from their home dimension. The fungus, if eaten by humans, acts as a lethal poison (4D10 damage; Extreme **CON** roll to reduce damage by half). Its extraterrestrial origin can be ascertained with a successful **Science (Biology or Botany)** roll. The mi-go's slimy, near-transparent food dissolves into nothingness in a month if a sample is collected. It can neither reproduce nor survive for long in this dimension.

Computer Room (D)

This hexagonal-shaped room contains three mi-go; two are wingless scientists, while the third is barely recognizable as a member of the same species—a mi-go computer (**Adapted Variations**, page 22, while their profiles are at the end of this chapter, page 27). To observe those in the room without being detected, the investigators should make a **Stealth** roll; if successful, they see the backs of the two scientists, who are in communication with the computer, as evidenced by colors of various shades and intensity dancing across the three aliens' heads. If undetected, the investigators may choose to momentarily observe or launch a surprise attack. Those who fail their roll, enter more noisily and are heard, losing any potential for surprise.

Those making a concerted attempt to kill the scientists find they are relatively easy prey; all that the aliens have to defend themselves are their nippers. Regardless, if alerted to the investigators' presence, the mi-go computer sends a silent distress call to the other nearby mi-go bases; if the investigators don't depart the complex quickly, they are in for a hard time, as armed and armored mi-go soldiers flood into the base from the various Gate rooms, spoiling for a fight.

Keeper note: the timing of the arrival of mi-go reinforcements is determined by the Keeper. In a pulp game, such additional foes may be used to quickly bring in a more substantial force to challenge the heroes, while in a classic game, the Keeper may delay their arrival to give the investigator a bit more time to explore.

Storage Rooms (E)

Scattered throughout the complex are supply rooms. Each varies in size, with some containing multiple mining machines. Supplies are stored on deep shelves. Some things are crated up, while others lie loose; their placement seeming to follow neither rhyme nor reason.

Most of the items are beyond human comprehension. Many are strange bio-organic machine parts that have no Earthly analogy. Some look more like organs covered in a slimy film, others like dried seed husks from which tendrils emerge when touched. Despite the strange array of alien components, several items may be of interest to nosey investigators. A successful **Spot Hidden** roll discovers several thousand dollars in various currencies. Human clothing of various types is neatly packaged in transparent containers, and a range of potentially useful items (such as flashlights, tools, wigs, and so on) can also be found. At the Keeper's option, here are a few human weapons (handguns mainly). Such human items are likely used by mi-go spies and agents but may prove opportune for the investigators.



The Mi-Go Base at Round Hill



- A - Earthquake Mining Machine
- B - Worship Room
- C - Food Storage Room
- D - Computer Room
- E - Storage Room
- F - Library
- G - Gate Room
- H - Suspended Animation Chamber
- I - Brain Cylinder Storage Room
- J - Surgery Room
- K - Captive's Room
- - Floor Grates
- ◇ - Cutout Squares



In addition, there are large quantities of raw ore of all types, especially gold and silver. Some rooms hold stacks of human books in a variety of languages (all non-Mythos); their pages and bindings coated by a barely detectable plastic-like film.

Keeper note: in pulp games, the Keeper is as liberty to include a few hand grenades here, if desired.

There are no vehicles here, though, and all mi-go weapons are stored within the Fungi's arsenal—a special locked storage room (the Keeper should determine which “E” on the map is the arsenal room), the level of security guarding it to be determined by the Keeper.

Libraries (F)

Mi-go libraries hold the accumulated knowledge of their race. They are huge rooms, 300 feet (91 m) long by 30 feet (9 m) wide by 180 feet (55 m) in height, whose shelves were created in the walls by cutting away slabs of rock. Suspended from the ceiling in each of these rooms is a **mi-go librarian** (page 27).

The mi-go librarian is a huge expanse of a mold-like substance that covers the entire ceiling. Hanging down from this mass are many long and tuberous tentacles, which the librarian uses to communicate with other mi-go, allowing it to retrieve the desired information on their behalf. Due to the dim lighting, an investigator probably won't notice this life form until one of its tentacles snakes down from above and gently caresses their face, provoking a **Sanity** roll (0/1 loss). Looking up to see the bizarre alien entity calls for a **Sanity** roll (0/1D3 loss due to the low lighting conditions; 1/1D6 if fully lit).

Sticky fingered investigators may decide to purloin a few books—actually, collections of five-sided discs (**Disk Books**, page 30)—for future reading.

Keeper note: you may wish to add a tracking device of some sort to the book's central cylinder, ensuring mi-go agents come looking for the stolen items at a later date. If preferring to go easy on the players, the discs could yield fantastic discoveries once they are translated (successful **Language (Written Mi-Go)** roll)—for example, new surgical techniques, an informative account of the wars between alien races in Earth's history, or even details about how the mi-go have shepherded our evolution for their own purposes. All such knowledge should come with a suitable **Sanity** loss at the Keeper's discretion.

Gate Rooms (G)

There are several of these rooms in the complex. Each is hexagonal in shape, with one of the sides containing the room's entrance while the others are utilized as Gates. The

walls are uniform 6-foot (1.8 m) squares. The gates are 5 feet (1.5 m) in diameter, with a 1-foot (30 cm) deep arch reaching to the ceiling. Each Gate's rim is covered in mi-go script and inset with several glowing stones.

Keeper note: in a pulp game, the arches may be familiar to the heroes—they're identical the one they discovered (and may have used) earlier (**Gateway to the Moon**, page 208). If you permitted the investigators to use a Gate from the Broken Hill caves, one of these rooms would be its exit point. In theory, the investigators could escape back to Broken Hill the same way if suitable precautions are taken (i.e., scratching an “X” in front of the correct Gate, in addition to some means of retracing their steps back to this room).

Some of these Gates lead to other mi-go bases on Earth, while others send the brave traveler to worlds millions of light years away, offering a glimpse of sights no human has ever seen. The Gates are sometimes used by the mi-go's human agents and, consequently, have been adapted to alter the traveler to suit the environment they arrive at, thereby avoiding instant death; for example, if a human traveled to a world where the gravity was 20 times that of the Earth's and the atmosphere was pure methane, they would not be crushed like a pancake and would be able to breathe. Upon returning to Earth through the same Gate, they would be returned to their normal state. The alteration process is uncomfortable but otherwise seamless—how it manifests is left to the Keeper to determine, but it could involve the sudden “growth” of strange fleshy appendages and increased musculature, which may call for a **Sanity** roll (0/1D3) at the Keeper's discretion. Visiting such bizarre places may lead unwary investigators into deadly situations, as well as necessitate further **Sanity** rolls.

Keeper note: rather than the changes wrought by the Gates being an entirely benign—if alarming—experience, you may instead wish to consider the unfortunate side effects option as described in **Unnatural Changes** in **Chapter 6** (page 265), particularly if your players enjoy body horror, although such changes should—for now—be minimal, allowing the investigators to see this campaign through to the end, and only later have the mutations become a significant issue to be addressed.

Some of the possible Gates the investigators may encounter and the magic point cost for their use can be found in the **Gate Destinations** table (page 213); travel also costs 1 **Sanity** point per person per journey. The Keeper is left to determine what sights (and accompanying **Sanity** loss) the investigators experience while looking or journeying through each Gate.

GATE DESTINATIONS

Destination	Magic Points	Notes
Mi-go base—the Appalachian Mountains	1	Virtually identical to the complex at Round Hill.
Mi-go base—the Andes	3	Virtually identical to the complex at Round Hill.
Mi-go base—the Himalayas	3	Virtually identical to the complex at Round Hill.
Mi-go base—the Moon	5	A small base overlooking an ancient (now sunken) city of the Great Race, comprising a series of pyramids—each holding secrets humanity was not meant to know.
Mi-go base—Mars	8	A mi-go laboratory and experimentation colony positioned near to an unknown ancient city (possibly built by Mars' indigenous race).
Mi-go base—Yuggoth	9	Dark, windowless towers of basalt (fashioned eons ago) now hold the largest mi-go colony in the solar system—the same as the Round Hill base but on a massive scale.
Aldebaran	14	A dark planet on which sits the black waters of Lake Hali across from the foreboding and nightmare city of Carcosa, where the King in Yellow is said to hold court.
Fomalhaut	14	The radiantly bright home of Cthugha and its court of flame-like creatures, where substance has no form.
Sharnoth	16	Where the Crawling Chaos sits in a dead city, surrounded by its minions and decaying statuary reminiscent of ancient Egypt.
Xoth	18	The former home of Great Cthulhu and its repulsive star-spawn—some of which are said to still lie in death-sleep inside crumbling cyclopean towers of strange angles.
Kythamil	19	Said to be the home of Tsathoggua prior to its descent to the Earth. Oceans of black viscous matter spawn abominable creatures without shape or sense.
Shub-Niggurath	20	Somewhere in the cosmos the spiraling mass of The Dark Mother churns and bubbles. Its presence causing new and strange life to flourish around it—unrestrained and rapid mutations warp in and out of reality. Those venturing here without suitable magical protection are liable to become “changed” in some way.

Suspended Animation Chambers (H)

The complex contains several rooms holding transparent tubes, each filled with a pinkish fluid similar to the broth found in brain cylinders (recognizable if such devices have already been encountered). Each room is circular, 30 feet (9 m) in circumference, with the tubes lining the walls. In the center of each room is a mi-go computer—a smaller cousin to the type found in the computer room, its head is approximately 8 feet (2.4 m) in diameter; its atrophied body dangles forlornly on the floor behind it. Tendrils sprout from the pulsating head; each running to a section of the tubes, somewhat like a power supply.

The tubes contain many representatives of species the mi-go have encountered on this world and others. Humans, bears, snakes, fish, and so on, all sleep away the ages unaware that the Fungi occasionally perform experiments on them, placing them back in their prisons when finished—or sometimes back into the world at large.

Of special interest may be the occasional Mythos creature (and their accompanying Sanity loss) found floating in the pink soup: a deep one (0/1D6 loss), elder thing (0/1D6 loss), serpent person (0/1D6 loss), and a tiny insect from Shaggai (0/1D6 loss) are all possible candidates for imprisonment and experimentation by the mi-go. A truly ostentatious Keeper might even have more exotic exhibits. Note that the suspension fluid both sustains and anesthetizes, so these creatures are unlikely to react to the investigators' presence (at the Keeper's discretion). At the base of each tube is a plaque written in mi-go script providing a "scientific" description for each of the captives.

Investigators wishing to free any of the prisoners will have a difficult time. The small mi-go computer regulates and controls the tubes; it can read human thoughts (**Telepathy**, page 23) although it is not concerned by or even aware of the humans entering the chamber. But, should the investigators attempt to damage the tubes or harm it directly, the computer does take notice. In the split second it takes to assess the situation and the interlopers' intent, the computer actively scans the investigators' minds. As their emotions at this point are most likely a mix of anger, fear, insanity, and horror, the computer judges such thoughts to be threatening and sends out a distress signal. How long before mi-go soldiers appear is determined by the Keeper: it takes at least 1D10+10 rounds and, more likely, around 10 minutes before the soldiers can be heard entering the complex, providing the investigators with a little time for any last actions or searches before they are forced to flee the complex.

Concerted and repeated force breaks open a tube (a successful Extreme **STR** roll; Hard, if aided with a suitable tool or weapon). Creatures freed become conscious within a few minutes. Anything non-human attempts to flee

at the first opportunity, although Mythos creatures may want to snack on the investigators before they depart. The commotion this is likely to cause may be a good or a bad thing, depending on how much attention the investigators have already drawn to themselves—the ensuing chaos of multiple escapees might just cause enough of a distraction to allow the investigators to slip away unnoticed.

Brain Cylinder Storage Rooms (I)

The mi-go's infamous brain cylinders are kept in these circular, 50-foot (15 m) circumference rooms. Carved niches within the walls hold individual cylinders. Strewn about the floor are numerous cables; many cylinders are connected to one another with a single cable (allowing the brains within to confer with each other), while others are unconnected and isolated. A handful may be set apart, with these connected to sets of three cables, one for each port of its sensory sockets (**Brain Cylinders**, page 29)—in theory, any of these could see, hear, and talk to the investigators. Likewise, connecting any of the other canisters to these three-cable sets enables conversation.

Keeper note: captured investigators and NPCs who have had their brains removed could be found here at the Keeper's discretion—assuming the investigators have enough time to check through the many cylinders by plugging in the nearby sensory equipment (**Advanced Technology**, page 28) in order to identify a cylinder's inhabitant. Note that the brains within many of the cylinders are not human. The Keeper may use the brains to supply information missed previously, sow misinformation, or supply (plant) knowledge for future adventures of the Keeper's design.



Jarvis in a jar

A Familiar Brain

One potential encounter here could be with Lawrence Jarvis, the assassin first encountered in Chapter 2 (see profile, **Lawrence Jarvis' Brain**, page 220). If he wasn't killed in Arkham, his brain might be found here in one of the cylinders. Jarvis has the three sensory cables attached, allowing him to see, hear, and speak. If he recognizes the investigators, he does his best to kill them in a fit of revenge.

Even though confined to a cylinder, Jarvis is still a potent foe due to his enhanced psychic abilities. He can create illusions and use telekinesis to make the room's cables whip out in attack—assume 40% (20/8) to hit, 1D3 damage—or trap and bind (opposed **STR** or **DEX** roll versus Jarvis' **POW**). The worst part for the investigators is that they won't know who or what is attacking them, as Jarvis remains silent. If the investigators manage to escape this mental assault, Jarvis attempts to get the attention of any mi-go passing by.

Keeper note: as discussed in his Dramatis Personae entry (**Chapter 2: Lawrence Jarvis**, page 118), you may wish to temper Jarvis' psychic powers in a classic campaign to ensure the investigators have an opportunity to explore the rest of the complex and, hopefully, escape back to Cobb's Corners right in time for the Great Harvest (**Chapter 5**).

Surgery Rooms (J)

Surgery rooms are hexagonal, with each wall a 10-foot (3 m) square. The doorway into these rooms is obscured by the roiling green gas (produced by **Anti-Bacteriological Mist**, page 29). Entering the room through the lurid vapor causes intestinal cramps and requires a Hard **CON** roll: if failed, the Keeper should apply either an increased difficulty level or a penalty die to physical actions for 1D2 hours.

In the center of each of these rooms are multi-positional metal tables, complete with pliable metal straps for holding "patients" in place. Within the walls, inset shelves hold vicious-looking, nightmare-inducing alien surgical tools, as well as empty brain cylinders and containers holding a wide array of noxious and unknown chemicals.

On the far side of the rooms are vats, some containing what look to be growing mi-go limbs and organs, including: wings, arms, brain matter, and a host of other organs of unknown purpose. The body parts float in a pinkish-white milky liquid, which clings to flesh if touched (it eventually disintegrates after 10 hours).

Near the vats are mi-go in various stages of what looks like vivisection: limbs removed, torsos cut open, and so on. All of these mi-go are in a state of limited suspended animation, so they are unlikely to be aware of the investigators. These aliens



The mi-go surgery room

are currently being re-engineered for new tasks. Seeing such alien science provokes a **Sanity** roll (0/1D6 loss).

In the floor is at least one, if not two, grates, through which the sound of running water can be heard. The mi-go use the grates to flush blood, body parts, and other offal into an underground river below the complex. The holes are about 20-feet (6 m) deep by 10-feet (3 m) in diameter and possess the same anti-bacteriological misting system as the doorways.

One of the surgery rooms contains tanks in which human bodies of various ages float in a clear, syrupy liquid. All specimens appear to be in very robust health. All the bodies, from children up to individuals around 35 years-of-age, have had their brains replaced by cables running from the ceiling. All are undergoing alteration to become enhanced agents (see **Mi-Go Human Agent: Enhanced Body**, page 28).

Captives' Room (K)

Along with two mi-go scientists (**Creatures and Monsters**, page 221), this room holds any humans (investigators and/or NPCs) recently captured by the dark young or mi-go. The room is hexagonal, with walls 10-foot (3 m) square. With a successful **Stealth** roll, investigators may slip inside and watch events while hidden behind various shelving units and storage containers. What the investigators see depends on recent events:

- If the investigators caused an alarm to trip in the complex, the Fungi are armed with spore guns or mist projectors.
- If no alarm has been raised, the mi-go are armed only with their strange alien surgical tools.

If the investigators simply watch, the following procedures take place:

- **If only one human was captured:** one of the Fungi spreads some substance (**Arterial Contraction Cream**, page 29) on the victim's head. The mi-go then cuts open the person's skull with a **sonic emitter** (page 31) and gingerly removes the brain, transferring it to an empty brain cylinder. After checking diagnostics on the cylinder (to make sure the brain is still functional), the Fungi attaches a hose from a device on the floor and activates it. The machine produces a truth serum used to determine how much the human brain knows about the mi-go. After five minutes, the mi-go attaches cables linked to hearing and speaking devices, allowing the brain to be questioned.

Keeper note: hopefully the investigators step in before it is too late—if they don't, call for a **Sanity** roll (1/1D4+1 loss) for allowing the operation to proceed.

- **If more than one person was captured:** events proceed as described above; however, one of the investigators' friends (perhaps even a player character) is already in a brain cylinder and being questioned while everyone else is unconscious on the floor.

Investigators who haven't already roused the base and who use melee attacks or silent weapons to incapacitate or kill the two mi-go probably won't draw any unwanted attention, while those using guns undoubtedly will. If the mi-go see that the investigators have them outgunned, they pretend to surrender, and, in buzzing voices, engage the investigators in conversation—answering questions with lies, and agreeing to lead them out of the complex (only to steer them toward more mi-go).

Keeper note: entering into conversation with the mi-go may also subject them to the creatures' **Hypnosis** ability (page 23), rendering them very vulnerable indeed.

If they think the investigators will go for it, the mi-go offer them eternal life as agents; no human has ever breached the security of this base, so the mi-go would like to have these industrious individuals working for them. The Fungi give a hard sell, explaining the camaraderie the human brains feel as they explore the universe in the safety of their cases and how their brains can be transplanted into better—even biologically enhanced—bodies, stronger and more durable than their current "shells." It is up to the individual players as to whether their investigators agree, given everything they've witnessed so far.

If the investigators prefer to use guile rather than might to rescue their friends, all they need to do is cause a suitable distraction to draw the mi-go from the room. This is a risky exercise though, as the aliens avoid leaving their charges for too long and may raise an alarm if they suspect humans have infiltrated the base. The Keeper should judge any schemes of this nature on their own merit and apply appropriate skill rolls as necessary.

Keeper note: if the investigators gain the upper hand over the two scientists, they could feasibly get the mi-go to replant a brain back in its original body (or another, if the shell is now lost). Despite an unsightly scar running around their cranium, such a revived investigator could, in theory, return to normality. Such outcomes are, of course, at the discretion of the Keeper. In a pulp game, perhaps a suitably expert hero could instead perform the operation, with a combined **Cthulhu Mythos** and **Medicine** or **Science (Biology)** skill determining the outcome.

CONCLUSION: THE GREAT ESCAPE

Depending on their actions so far, the investigators may have several options for escape:

- Use the Gate from Round Hill to return to the Broken Hill mine—assuming the investigators had already found the Gate and can find their way back to the appropriate Gate Room. Successfully taking this course of action concludes this chapter.
- Try to use some of the mi-go as hostages and force their way out—probably a bad idea, as individual Fungi care nothing for themselves and only for the good of the colony. Any hostages attempt to cause trouble: hypnosis, leading the investigators into traps, sounding alarms, and so on. If the investigators survive and manage to exit the complex, that concludes this chapter.
- Defeat the mi-go scientists and rescue their captured comrades without rousing the entire base, allowing them to slip out the way they came in (either through the Gate to Broken Hill or back along the main corridor). Successfully taking this course of action concludes this chapter.
- Unlikely though it is (a successful Hard **Navigate** roll), the investigators could somehow find their way out of the complex up through the maze of corridors and out onto the side of Round Hill, some 5 miles (8 km) distant from Broken Hill. Successfully taking this course of action concludes this chapter.
- The final option involves taking a desperate plunge through a floor grate into the underground river running beneath the complex. This option may be the only way out if the mi-go have been alerted to the investigators' presence—see **The Underground River** (following).

The Underground River

Investigators taking their chances with the river fall a distance of 40 feet (12 m) before landing in surprisingly warm water. The water has an average depth of 14 feet (4 m), and a slight current gently pulls the investigators along a meandering path through lightless caverns.

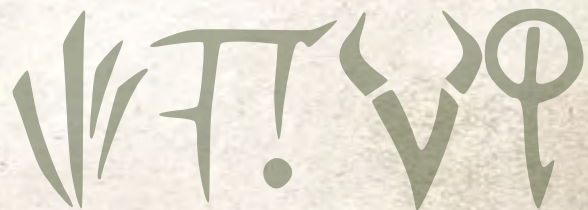
As long as they can float, the investigators won't have to swim; quick thinking or good planning means the investigators might use an empty brain cylinder as a floatation device—which also serves as housing to protect matches, flashlights, guns, and the like from the water. A successful **INT** or **Luck** roll might nudge the investigators to think of this solution before they drop through the grate. Otherwise, a successful **Swim** roll is needed to safely exit the caverns through the river.

- Any individuals who loaded up on gold, cylinders, books, or other ill-gotten gains will have to relinquish them or make a successful Hard **Swim** roll to survive the river (the Keeper is well within their rights to make this roll Extreme if an investigator is ridiculously weighed down with plunder).
- Failure to bring floatation devices or successfully make a swim roll means there is a chance of drowning: make a **CON** roll each round (see **Table III: Other Forms of Damage**, page 124, *Call of Cthulhu: Keeper Rulebook*). If a **CON** roll is failed, 1D6 damage is suffered each round for 1D4 rounds—at the end of this period it is assumed the investigator washes up on land. After the first round of taking damage, further damage may be prevented if an ally (who made their **Swim** roll) supports their drowning friend—allow other investigators to assist (either automatically ending the danger or at least providing a bonus die to the required **CON** rolls). In addition, kind Keepers may allow a **First Aid** roll to revive a drowned (dead) comrade, giving the “kiss of life” to revive them.

As they float or swim, the sounds of trickling water—the by-product of the storm raging overhead—and the occasional claw-on-stone scurrying of a mi-go in the base above them can be heard echoing throughout the unseen caverns. After an indeterminable period of floating in total darkness, light flickers sporadically across the cavern ceiling several yards (meters) in front of the investigators. With the occasional play of light to guide them, the investigators find, or are washed up on, a rocky beach where they can exit the water and rest up. Those who suffered damage regain half of the hit points lost to drowning with five to ten minutes of rest. If able to recuperate for one hour, all hit points lost to drowning are regenerated.

Curious individuals checking out the far side of the beach find an underwater cave. Light (from the storm's frequent lightning flashes) can clearly be seen emanating from the water, suggesting a way out. Diving into the submerged cave allows the investigators to exit at the far end of the cave, bringing them outside into the open air (no **Swim** roll required). Those who stay in the cavern are doomed to a slow death by starvation.

Having escaped the mi-go lair, the investigators have concluded this chapter of *A Time to Harvest*.



REWARDS

If the investigators took the opportunity to rest up on the beach for a few hours before leaving the cave system, permit them a brief development phase—skill improvements, **First Aid** treatment, and/or recuperation time. If they failed to rest, or had no opportunity to do so, continue straight on with the events of **Chapter 5**. In addition, apply the following Sanity gains or losses:

- Rescuing friends and comrades from the clutches of the mi-go: +1D6 Sanity points per person rescued (maximum 6 points).
- Leaving their companions to die by fleeing the valley: -1D6 Sanity points.
- Killing/dealing with a Mythos creature: dark young +1D10 Sanity points; mi-go librarian or computer +1D4 Sanity points; other mi-go +1D6 Sanity points.

CHARACTERS AND MONSTERS

NON-PLAYER CHARACTERS

Emelda Cratchett, age 24, bitter widow

STR 50 CON 80 SIZ 40 DEX 75 INT 65
APP 75 POW 70 EDU 55 SAN 70 HP 12
DB: 0 Build: 0 Move: 9 MP: 14

Combat

Brawl 25% (12/5), damage 1D3
Dodge 45% (22/9)

Skills

Accounting 45%, Art/Craft (Home Maker) 70%, Charm 50%, Credit Rating 21%, First Aid 60%, Language (English) 60%, Listen 60%, Natural World 50%, Occult 20%, Persuade 70%, Psychology 50%, Spot Hidden 50%, Stealth 60%, Swim 45%, Throw 35%.

Alexandru Cuzra, age 49, superstitious farmer

STR 75 CON 65 SIZ 60 DEX 40 INT 70
APP 45 POW 50 EDU 45 SAN 36 HP 12
DB: +1D4 Build: 1 Move: 7 MP: 10

Combat

Brawl 60% (30/12), damage 1D3+1D4, or knife 1D4+2+1D4
12-g shotgun (2B) 45% (22/9), damage 4D6/3D6/2D6
Dodge 25% (12/5)

Skills

Art/Craft (Farming) 70%, Art/Craft (Woodwork) 60%, Climb 50%, Cuss & Swear 70%, Credit Rating 12%, Fast Talk 45%, History 45%, Intimidate 50%, Language (English) 50%, Language (Romanian) 80%, Listen 60%, Mechanical Repair 65%, Natural World 75%, Navigate 55%, Occult 65%, Psychology 30%, Ride 50%, Science (Astronomy) 45%, Stealth 55%, Swim 40%, Track 65%.

FOC Mercenaries, fighting men

Use the following for all FOC mercenaries. Each is armed with **one** of the firearms listed below.

STR 65 CON 70 SIZ 55 DEX 70 INT 65
APP 50 POW 60 EDU 65 SAN 60 HP 12
DB: 0 Build: 0 Move: 9 MP: 12

Combat

Brawl 80% (40/16), damage 1D3, or large knife 1D8
.45 revolver 45% (22/9), damage 1D10+2
.303 Lee-Enfield rifle 60% (30/12), damage 2D6+4
Thomson SMG 45% (22/9), damage 1D10+2
Browning Automatic rifle 40% (20/8), damage 2D6+4
Hand grenade 40% (20/8), damage 4D10/2D10/1D10 (3/6/9 yds/m)
Dodge 35% (17/7)

Skills

Climb 50%, First Aid 40%, Intimidate 45%, Jump 55%, Spot Hidden 45%, Stealth 50%, Track 60%.

CREATURES AND MONSTERS

Dark Young of Shub-Niggurath, *walking leafy nightmares*

Use the following for any dark young encountered during this chapter.

Keeper note: in this chapter of the campaign, the dark young sent to the farmhouse have been ordered to capture rather than kill humans.

These enormous beings are formed from a mass of ropy, black tentacles, with many large, puckered mouths scattered over their surface—all dripping green goo. Each walking nightmare strides upon three stout tentacles ending in black hooves and stands between 12- and 20-feet (3.6–6 m) tall. When unmoving, they can resemble trees; although, they smell like open graves.

STR 220 CON 80 SIZ 220 DEX 80 INT 70
APP — POW 90 EDU — SAN — HP 30
DB: +4D6 Build: 5 Move: 8 MP: 18

Combat

Attacks per round: 5 (strike, swipe, kick, crush, grab) or 1 (trample)

Within its masses of tentacles, a typical dark young has four thicker sinuous tentacles with which it attacks. Each of these thicker tentacles can strike out to injure. It may also kick out with its hooves, simply crush, or strike with its massive bulk.

Trample: may trample with its massive hooves, typically hooting and bellowing as it rears up to flatten as many opponents as it can (up to 1D4 humans if they are situated close together; a Dodge roll is required to avoid the consequences of being stomped on).

Grab (mnvr): may use its tentacles to grab and capture up to four victims. If a victim is grabbed, they may be held up to one of the horrible sucking mouths and drained of 1D10+5 STR per round (this STR loss cannot be restored). While being drained, a victim is capable only of ineffectual writhing and screaming and must rely on companions to free them, who may attempt to combine their STR to pull their friend free (identify the companion who makes the opposed STR roll, but first ask any additional helpers to attempt a STR roll—each helper provides a bonus die toward the opposed roll, to a maximum of two dice, if they succeed in their STR roll).

Fighting 80% (40/16), damage 4D6
Grab (mnvr) 80% (40/16), grabbed and held, damage 1D10+5 STR (see above)
Trample 40% (20/8), damage 2D6+4D6
Dodge 40% (20/8)

Skills

Hoot Loudly 80%, Stealth (bonus die in woods) 30%.

Armor: none; composed of non-earthly material that reduces any successful firearms hit to 1 point of damage per bullet (2 points for an impale; shotguns deal minimum possible damage). Melee weapons inflict normal damage. Immune to attacks based on heat, blast, corrosion, electrical charge, or poisoning.

Spells: knows up to 6 spells; suggest: Cloud Memory, Contact Mi-Go, Enthrall Victim, Fist of Yog-Sothoth, Shrivelling, The Red Sign*.

Sanity Loss: 1D3/1D10 Sanity points to encounter a dark young.

*See *Appendix A: Spells*.

Dark Young



Lawrence Jarvis' Brain, *psychic brain*

Keeper note: killing Jarvis in his current state is easier than it might otherwise be, if the investigators can find his brain cylinder among all of those in the mi-go cylinder storage room. Being just a brain, physical statistics are not provided.

STR — CON — SIZ — DEX — INT 85
 APP — POW 110 EDU 96 SAN — HP 1
 DB: — Build: — Move: — MP: 22

Psychic Powers

Go Unseen: can direct an individual's mind not to notice Jarvis' presence, in effect, making him invisible. This invisibility has no effect on mindless things, such as cameras and the like. The effect can be maintained for up to an hour but may end sooner if Jarvis does something drastic to draw attention to himself.

- **Cost:** 5 magic points per person affected.

Send Nightmare: sends a horrific nightmare to a sleeping target, causing them to wake up screaming and lose 1D3 Sanity points. This is the least useful of his powers under the current circumstances.

- **Cost:** 8 magic points.

Telekinesis: mentally moves an object. This power is useful for a brain in a jar, e.g., for hurling objects at a person or lashing out with a telekinetic blow. Every 1 magic point spent provides Jarvis with 5 points of STR for use in one task. Small things, like knocking something small off a shelf to cause a distraction, may only cost 1 magic point, while trying to push someone out of a door and into the path of a wandering mi-go would require Jarvis' telekinetic STR to be matched against the target in an opposed roll (use the target's STR if they were aware of the coming attack, or their SIZ if a surprise attack).

- **Cost:** variable magic points; 1 point is equivalent to 5 STR.

Spells: Contact Mi-Go.

Mi-Go, *standard version*

Use the following for a typical mi-go encountered in the aliens' Round Hill complex:

STR 60 CON 50 SIZ 50 DEX 70 INT 65
 APP — POW 65 EDU — SAN — HP 10
 DB: 0 Build: 0 Move: 7* MP: 13

*13 flying.

Combat

Attacks per round: 2 (claws) or 1 (seize or weapon)

May attack in hand-to-hand combat with its two crab-like claws or utilize a weapon.

Seize (mnvr): attempts to seize a target (of equal Build or smaller) and then fly into the sky to drop the victim from a height (1D6 damage per 10 feet/3 m) or carry them away.

Fighting	45% (22/9), damage 1D6
Seize (mnvr)	45% (22/9), see above
Spore gun*	40% (20/8), special (Spore Gun , page 32)
Electric gun*	35% (17/7), damage 1D10 + special (Electric Gun , page 30)
Mist projector*	40% (20/8), damage 1D10 per round (Mist Projector , page 31)
Dodge	35% (17/7)

*The mi-go in the base only arm themselves if the investigators are discovered (unless otherwise stated); if not, they must rely on their natural weaponry when confronted.

Special Powers

Hypnosis, basic telepathy, void light (**Common Abilities**, page 23).

Armor: none; however, their resonating extra-terrene body causes all impaling weapons (bullets included) to deal minimum damage.

Spells: each has a 25% chance of knowing 1D3 spells of the Keeper's choosing.

Sanity Loss: 0/1D6 Sanity points to encounter a mi-go.

Mi-Go Soldier, *tough-bodied fighter*

Use the following for mi-go soldiers encountered during this chapter.

STR 100 CON 100 SIZ 80 DEX 85 INT 65
 APP — POW 65 EDU — SAN — HP 18
 DB: +1D6 Build: 2 Move: 9* MP: 13

*11 flying.

Combat

Attacks per round: 2 (claws) or 1 (weapon)

Fighting	70% (35/14), damage 1D8+1D6
Electric gun	65% (32/13), damage 1D10 + special (Electric Gun , page 30)
Mist projector	60% (30/12), damage 1D10 per round (Mist Projector , page 31)
Dodge	45% (22/9)

Special Powers

Hypnosis, basic telepathy, void light (**Common Abilities**, page 23).

A armor: 3-point carapace; extra-terrene body causes all impaling weapons to deal minimum possible damage.

Spells: each has 30% chance of knowing 1D3 spells of the Keeper's choosing.

Sanity Loss: 0/1D6 sanity points to encounter a soldier mi-go.

Mi-Go Scientist

Use the following for the mi-go scientists encountered in the aliens' Round Hill complex.

STR 55 CON 55 SIZ 55 DEX 55 INT 120
 APP — POW 65 EDU — SAN — HP 11
 DB: 0 Build: 0 Move: 8 MP: 13

Combat

Attacks per round: 2 (claws) or 1 (weapon)

Fighting	30% (15/6), damage 1D6
Electric gun*	25% (12/5), damage 1D10 + special (Electric Gun , page 30)
Dodge	30% (15/6), see above

*Not carried.

Special Powers

Hypnosis, basic telepathy, void light (**Common Abilities**, page 23).

A armor: 2-point; their resonating extra-terrene body causes all impaling weapons to deal minimum damage.

Spells: each has 40% chance of knowing 1D3 spells of the Keeper's choosing.

Sanity Loss: 0/1D6 sanity points to encounter a scientist mi-go.

Mi-Go Scientist





THE GREAT HARVEST

"Tā! Shub-Niggurath! The Black Goat of the Woods with a Thousand Young!"

—H. P. Lovecraft, *The Whisperer in Darkness*

This chapter assumes the investigators entered the mi-go base in **Chapter 4** and managed to escape—perhaps rescuing captured comrades in the process. Effectively, this scenario begins as soon as the investigators flee the alien complex, either through the entrance at Broken Hill or Round Hill, or by braving the underground river. No matter how they escape, the investigators find the storm still rages and much worse is yet to come.

As the scenario progresses, it should quickly become apparent to the investigators that they are caught up in a maelstrom of terror as they finally come face-to-face with the cult of The Young. If they are to survive, they must weather attacks from crazed cultists intent on sacrificing any and all residents of Cobb's Corners to the glory of The Mother, while snatching brief moments of shelter and respite where they can.

Keeper note: this chapter is written under the assumption that the investigators exit the mi-go base from either Broken Hill or the underground river. If they exit from Round Hill instead, see the **Alternative Start** box (page 227) for advice. Refer to the map of Cobb's Corners in the

Campaign Background (page 39) and the **Area Around Cobb's Corners** map in **Chapter 1** (page 78) where necessary; outlying farms and areas that are not specifically marked on either map should be positioned by the Keeper to suit events in play.

This chapter presents a range of encounters, any of which can be adjusted, omitted, or enhanced by the Keeper. Indeed, the first half of the scenario is fairly freeform in structure, allowing the game to progress in reaction to the investigators' actions. With this in mind, encounters are described, but no single resolution is provided, as each may be challenged head-on, skirted, or creatively dealt with by the investigators as they see fit.

Keeper note: use your chosen encounters to build tension, focus decision-making, and present the investigators with the full-on horror of the Cthulhu Mythos. Take care to adjust the encounters' lethality so that the investigators get the chance to witness the full extent of the terror, while also bearing in mind the advice given in the **Content Warning** (page 7) and the **Investigator Ethics** section (page 224).





INVESTIGATOR ETHICS

There have been many horror stories and movies concerning killer kids. As children are widely viewed as the embodiment of innocence, making them killers is always shocking. Such stories also pose tough moral questions. After all, if a crazed man in a hockey mask is trying to kill you, you are likely to fight back with everything you've got. But, what if your attacker is a child? How far would or could you go to save your life or the life of someone else?

This question is left up to the Keeper and their players to wrestle with. Some players may not be comfortable harming children in game—even fictional murderous ones—so their investigators may wish to take extraordinary measures to incapacitate rather than kill the malevolent children. Other groups may adopt an “us or them” mentality and embrace this horror trope. In the end, there are no easy answers to this question—this is precisely why the dilemma is posed in this scenario. *Call of Cthulhu* can be at its most dramatic and impactful when the players are faced with tough decisions.

Keeper Note: We strongly encourage you to discuss this topic with your group before you start playing through the events of this scenario and come to a consensus on how it should be handled. No player, including yourself as the Keeper, should feel pressured or coerced into roleplaying through situations that make them feel uncomfortable or unsafe. If you feel this topic will be difficult for your group, feel free to make changes in order to maintain everyone's comfort and engagement. For example, you may decide to change “evil children” to just “cultists,” without dwelling on their age, with only the oldest cult members—those 18 or above (legally classed as adults in Vermont) carrying out any observed acts of murder. Alternatively, you may decide to skip certain scenes altogether or present a short overview before fading to black and moving things on. Throughout, it's useful to check (visually and verbally) to ensure that no one is struggling with this chapter's content, as not everyone may feel able to raise their concerns once the game is underway. If anyone is finding the material difficult, draw a veil over that scene and move on. The same goes for you if your players are taking any scene in a direction that you are not comfortable with.

Remember, this is a fictional game, and the intention is for everyone to enjoy the experience. Some players will be hardened “gore hounds,” while others will prefer a far less “in your face” style of game. The art of being a good Keeper is knowing, understanding, and listening to your players.



SET UP: UNDER A NEW MOON

Deputy John Cutter believes The Mother has decreed Cobb's Corners must become fallow for a time and that the hour of The Great Harvest is now at hand. At Cutter's behest, The Young are in the process of calling down the awful and terrible Outer God known as Shub-Niggurath. Cutter has directed his fellow cultists to kill everyone in the valley as a mass offering to their great and terrible benefactor. As soon as The Mother arrives, The Young have orders to commit suicide or otherwise find death as a final act of sacrifice. Once Cobb's Corners has been cleansed of life, The Mother shall sow her seed and start life anew, and her faithful will be reborn. It matters not whether Cutter is receiving these commands from Shub-Niggurath or if this grand plan is nothing more than the bloodthirsty ravings of an insane mind—The Young follow their leader's wishes to the letter.

As Shub-Niggurath breaks through into our world, the entity floods the surrounding countryside with high levels of electro-magnetic energy (see **Before Nukes, There Were Dimensional Tears**, page 225, for further details). By the time the investigators reappear in the valley, there's no working electricity, flashlights, radios, compasses, or automobile batteries. Any objects relying on magnetism or electricity are next to useless. Those attempting to make their way through the darkness must rely on more basic sources of illumination, such as pocket lighters and natural fire. Thoughtful investigators may be able to salvage lanterns from some of the farmhouses they pass (with a **Luck** roll), which will help a great deal. Given the darkness, skill rolls based upon sight (e.g., Spot Hidden) should generally be at Hard difficulty.

Keeper note: always judge the difficulty of rolls (or any penalties you apply) based on the circumstances—multiple people using flaming brands or lanterns all looking in the same place might shift the difficulty back to Regular, whereas a single person using only a cigar lighter would require a Hard success. Try to avoid overly penalizing such rolls due to the darkness and the weather, as constant failure can be dull and may lead to the investigators missing out on some cool scenes. Only call for a roll if it will build tension or lead to a dramatic outcome. And remember—such disadvantages also affect the cultists.

Due to the fierce downpour, the investigators have a hard time moving around the valley, as the ground has become a boot-sucking morass. Visibility is also greatly reduced, making it difficult to get one's bearings, and the howling gale-force winds drown out all but the loudest of sounds. To reflect the grueling nature of the storm, the Keeper should increase the difficulty or apply a penalty die to skill rolls involving Navigate, Spot Hidden, Listen, and so on. For example, shooting a firearm under these conditions incurs a penalty die due to the awful wind and rain, plus another penalty die for shooting in darkness; point-blank targets negate such penalties. Likewise, climbing a wall or tree in the heavy rain while wearing mud-soaked boots and clothes will be at Hard difficulty.

Replacement Investigators

If replacement investigators are needed for this scenario, there are several options available:

- FOC mercenaries or other members of the investigators' team rescued from the mi-go base.
- FOC mercenaries who, when their camp came under attack, realized they had no way to fight the monsters coming out of the forest and so ran and hid to save their lives. Surviving investigators might come across one or two of these guilt-ridden soldiers who now want nothing more than to avenge their fallen comrades.
- Residents of Cobb's Corners who are looking for either answers or escape (i.e., non-cultists). Such individuals might be NPCs the investigators met during their research in town or could be townsfolk whose paths haven't (until now) crossed theirs.

If all has gone horribly wrong and all of the investigators are dead or remain captured by the mi-go, the Keeper has the option of Michael Abelard sending in a back-up team of mercenaries, scientists, troubleshooters, etc. In this case, the head of FOC always had this team up his sleeve in case things didn't go to plan. Ever fearful of mi-go spies, Abelard kept the backup team's existence a total secret.

Keeper note: use whichever option or combination of options that work best for your game and think carefully about how and when to introduce the newcomers to maintain the scenario's flow. Ultimately, whatever you choose should be in keeping with the situation and events you've created with your players. Importantly, ensure that no one player is waiting too long for their opportunity to rejoin the adventure. Depending on your choices, you may have to modify aspects of this scenario and, if you're playing a pulp game, Chapter 6, accordingly.

BEFORE NUKES, THERE WERE DIMENSIONAL TEARS

Once humanity began toying around with nuclear weapons, a strange phenomenon was discovered: the Electromagnetic Pulse (EMP). An EMP is a short term but powerful electromagnetic field produced by atmospheric ionization during the explosion of a nuclear bomb, which severely damages anything with an electrical circuit. Anything electrical is overloaded and destroyed.

EMPs have been used in many sci-fi stories and movies, and something similar is recommended for the Keeper to use during this chapter. The arrival of an Outer God—in this case, Shub-Niggurath—tears a great rip in the fabric of space-time, ionizing the air and releasing a substantial amount of electromagnetic energy in a manner not unlike an EMP and with broadly similar effects.

However, there is one major difference of note between a nuclear weapon's EMP and the electromagnetic field caused by the arrival of an Outer God: once the rip in space-time has closed (and the Outer God departs), the electromagnetic energy fades away, and electrical devices can function normally again; whereas, electrical devices are completely destroyed by the EMP of a nuclear weapon.

Thus, the arrival of Shub-Niggurath causes immense chaos. Firstly, darkness closes in around the investigators as they lose all electrical lights. Secondly, it's near impossible to call for help, since radios, telephones, telegrams, and teletypes won't work. Just getting around is made more difficult because there are no functioning vehicles or airplanes, and every compass goes crazy. None of the investigators' modern conveniences work, meaning they are forced to rely upon each other and their intuition.



DRAMATIS PERSONAE

Several of the major NPCs in this chapter have been encountered before: the full details for Holly Rydell and Mabel Carruthers can be found in the **Campaign Background** (see **Places and People of Interest** and **Non-Player Characters**, pages 52 and 40, respectively); Deputy Cutter, Sheriff Spencer, and Richard Wendell are also described in the **Campaign Background**, while their profiles can be found at the end of **Chapter 1**. Alexandru Cuzra's description and profile are located in **Chapter 4** (pages 194 and 218). The profiles for the other cultists and monsters the investigators are likely to face are provided in the **Characters and Monsters** section at the end of this chapter (page 218).

Jason Haggerty, age 14, psychotic parent killer

Things have changed dramatically for Jason since the first time the investigators came to town. As he stood over the bodies of his parents, watching the other children make a game of cutting up their corpses, he had one last moment of sanity. Remembering all the love his parents Jim and Ann gave him, his mind ran screaming from the sight of what he'd done.

- **Description:** investigators who ate at Jim's Grill barely recognize the bloody, shrieking child as the son of the couple who owned the town's main eatery. This once good-looking kid, with light brown hair and brown eyes, is now a blood splattered, gibbering wreck.



- **Traits:** completely insane and liable to lash out at any perceived threat.
- **Roleplaying hooks:** by the time the investigators reach the Haggertys' place, Jason has seen off his fellow cultists before they could finish their "stew" (see **Back at the Grill**, page 232), and now he does his best to kill anyone who enters the diner. The fact that Jason butchered his parents with the same meat cleaver he now brandishes should tell the investigators all they need to know.

START: ALWAYS DARKEST...

Back above ground, the investigators find the storm still raging. Beyond the thick pall of rain, large fires dot the countryside. The pitch black, moonless sky is occasionally lit by streaks of lightning lashing between the clouds or striking the ground. In those all too brief moments of illumination, a successful **Spot Hidden** roll reveals an area of strange, coalescing black clouds some miles distant, which appear to be slowly descending toward the earth. It's clear that these foreboding clouds are gathering over Cobb's Corners.

Keeper note: the black clouds are, in fact, the start of the dimensional rift heralding the approach of Shub-Niggurath. A successful **Cthulhu Mythos** roll identifies the rift for what it is but not what will be coming through it.

If any of the FOC mercenaries are with the investigators, they want to head back to their campsite right away—that is, if they haven't already found it demolished (**The Massacre**, page 205). The investigators may have other ideas. They could try to contact locals who may be able to help them, try to find a working telephone to summon help or a working automobile to escape in, or just try to find a safe place to wait out the storm. While the last option probably seems the safest course of action, it's also the duller and least fun. The Keeper should gently prod the investigators into action: a dark young seen or heard shuffling in their general direction is one option—the threat should, hopefully, be enough to keep the group moving. If need be, a dark young causing the deaths of any NPC comrades or hapless locals in their vicinity should be incentive enough for the investigators to flee their hiding place.

Regardless of their plans, the investigators run into some dicey situations as they try to make their way across the rain-swept countryside. Following are a suggested set of encounters for the investigators to play through in the order presented. The Keeper is encouraged to invent further encounters, omit, and/or reorder scenes as best suits their game.

LOCAL FARMSTEADS

Wherever the investigators go, telephone and electricity lines are down, and fallen trees block the roads. Any hope they may have entertained of getting help or even shelter in this deluge is crushed as they slowly wend their way from one disaster site to the next. The first house the investigators arrive at looks as if it was crushed beneath the fist of some angry god. Nothing but debris litters the ground. Making their way through the wreckage, the investigators discover the pulped body of the house's resident, perhaps someone they once interviewed. The horribly mangled corpse lies in a rapidly expanding puddle of rainwater near several large hoof-shaped depressions in the mud. Not 10 feet (3 m) away, other family members lie dead. Those with above base in First Aid, Medicine, or Science (Forensics) can see that the cuts and puncture wounds found on these bodies attest to more conventional methods of murder (i.e., killed by cultists rather than monsters). This ghastly sight calls for a **Sanity** roll (0/1D4 loss).

ALTERNATIVE START

If the investigators escaped through the Round Hill exit (rather than Broken Hill or the underground river), they find themselves overlooking a dense forest of moving, writhing trees! What's worse, yet more of these monstrous, tentacled behemoths are heading toward their vantage point on Round Hill. A buzzing in the sky, just audible in the breaks between the peals of thunder and the howling wind, warns the investigators that there are mi-go flying somewhere above them. It appears the only way of escape is either back through the mi-go complex or overland back to Broken Hill and Cobb's Corners. It's a 5-mile trek (8 km) through woods and scrubland, but it's got to be safer than marching straight into the massing dark young.

If the investigators insist on heading away from Cobb's Corners, have them encounter "walls of pain" (the **Red Sign** spell, page 273) set up by the dark young to effectively block off all routes of escape. The only apparent way out leads right back to Cobb's Corners.

Keeper note: playing up the sense of entrapment not only guarantees getting the investigators moving toward Cobb's Corners, it also builds tension as the investigators begin to comprehend the scale of the dark young's assault. The experience should seem like a nightmare with no escape.

Keeper note: several dark young are rampaging throughout the outlying farms, destroying anyone and anything they come across. We recommend that you avoid having the investigators meet the dark young at this juncture—the chilling aftermath of the devastation wrought by these monsters should be enough to have the characters on their guard. If you wish to present the investigators with a lesser, more manageable, threat, don't forget that bands of cultists are also running amuck in the area—have the investigators run into a farmer fleeing in panic from a small group of axe-wielding cultists, who are trying to "*show him the glory of Mother.*"

This grisly scene sets the tone for most of the other farmsteads the investigators come across as they trudge through the valley. At every turn they find battered farmhouses, flattened fences, slaughtered farm animals, huge water-filled, cloven-hoofed prints gouged deep into the earth, and so on. In some cases, the buildings have been set on fire by the cultists rather than smashed by marauding dark young. How many farmsteads the investigators come upon as they head into town is left to the Keeper to determine.

While these farms are no longer capable of offering refuge, there may, at the Keeper's discretion, be something of use to the investigators left in the ruins, including farm tools—such as shovels and picks—that can be used as makeshift weapons, as well as lanterns and oil.

The Stalemate

Investigators making a successful **Listen** roll hear a series of gunshots ring out over the storm. Following the sounds leads to a disturbing scene.

On the porch of an intact farmhouse stands a weary-looking farmer clumsily reloading a smoking rifle and yelling obscenities into the night. Beside him is a large boy of not more than 12, cradling a shotgun and taking quick swallows from a jug. Immediately in front of the farmer's house lie the bodies of four children of various ages and genders. About 50 yards/meters beyond the front porch, three children dance and chant around a cow that has had its legs tied together and been tipped over. A fourth child makes intricate cuts upon the cow's body while chanting under her breath.

What the investigators are witnessing is the beginning of the end of this standoff. The farmer has so far proven fairly resourceful in keeping The Young from his house, as the rest of his family are well-armed and watching the sides and back of their home. Unfortunately, The Young found a cow roaming about the field and are in the process of sacrificing it in order to summon a "Brother" (a dark young) to help them. Normally the cultists would just wait for a wandering Brother to take care of this troublesome spot, but the farmer's



oldest son—the large boy on the porch—is a notorious bully; one of his victims is the girl now cutting into the terrified bovine and leading the summoning spell. Thus, this family warrants special attention.

If the investigators decide to do something, they'd best be careful, as the farmer fully intends to shoot at any movement he sees. The Young are armed with sharp, nasty looking farm implements, and the three chanting children try to stop anyone from disturbing the girl cutting up the cow. Those attempting to disrupt the summoning have three rounds before the spell is complete—on the sixth round, a dark young steps out from the nearby woods and attacks. Even if the children are dealt with, the farmer trusts no one and shoots at anyone who approaches while his son reloads for him. Social skill rolls at Hard difficulty, or outright force, may be required to move the family to safety.

Alternatively, the investigators may decide not to interfere and instead keep on moving. Unless they do something to deliberately attract attention to themselves, there is no need for the Keeper to call for Stealth rolls—those involved in the standoff have other things to concentrate on.



A farmstead of Cobb's Corners

The Flytrap

The investigators come across a farmhouse that is not only still standing but also apparently occupied and well-lit with oil lamps. Inside, the house is in uproar, with three separate families holed up here, and everyone afraid to leave. What no one in the house knows is that two cultists lurk out front with a dark young in tow while six more cultists wait patiently out back. A couple of minutes after the investigators enter the house (assuming they do), The Young decide to play their “game:” directing their Brother toward the house and attacking anyone who tries to escape via the windows and doors to the rear.

Keeper note: this is a nasty and potentially quite deadly trick to play on the investigators and may be better suited to a pulp rather than a classic game. Depending on which direction the investigators approach the house, at least permit them a **Listen** and **Spot Hidden** roll to see if they can spot the ambush before they walk right into it.

A Test

Keeper note: this is a morality test that you may wish to use on the investigators. We recommend that the investigators run into The Young two or three times before you spring this scene on them, so the players know what to expect—or so they think. It is designed to see if the investigators can retain their humanity when faced with the overwhelming threat of the Cthulhu Mythos.

The investigators come across another demolished farmhouse. Coming from the darkness inside the ruined building are the desperate cries of a young girl begging for help. If anyone calls out to her, she replies that she's trapped in the root cellar—part of the wall has fallen in and her daddy is pinned unconscious underneath it. Confirming her location is easy, as once inside, the girl's sobs can be heard coming from a yawning pit under the house.

The investigators must decide what to do. They already know that a group of children has gone insane and is murdering everyone: could this also be a trap? On the other hand, what if the little girl is telling the truth? Can the investigators just walk away and leave her?

In truth, the little girl—Ginny—is not a cultist. Entering the dark cellar possibly requires a successful **Climb** or **Jump** roll unless the investigators have or can find some rope. A successful **STR** roll (versus STR 140) is required to lift the debris off Ginny's father, and the investigators may need to work together to free him before hauling the pair out of the pit. Any investigator who braves the cellar and assists in the rescue should be rewarded with an immediate gain of 1D4 Sanity points—their actions can make a difference and prove that, no matter what happens, their spirit cannot be broken.

Alexandru Cuzra's Last Stand

The investigators may think to run to certain Cobb's Corners residents for aid. Those seeking Alexandru Cuzra's assistance find his house a burned-out husk. Closer observation coupled with a successful **Spot Hidden** or **Track** roll, or specifically searching around the rear of the house, discovers a muddy trail leading from the smoldering ruins off into the woods. It's clear the trail was made by someone crawling through the grass and mud.

Investigators following the trail find themselves at the standing circle (**The Crazy Old Farmer**, page 198) where they can make out a man's form slumped over the altar stone. If the investigators draw closer, at first glance, it appears as if Cuzra is kneeling before the altar, his hands gripping the stone, his head lowered and bobbing slightly as if in prayer. Further inspection reveals a 16-lb (7 kg) sledgehammer lying next to him and a large kitchen knife embedded in his back.

Three of the surrounding standing stones have been smashed into large chunks. The bodies of three children, their corpses bearing signs of massive blunt-force trauma, lie close to the broken megaliths. In addition, the bodies of 20

or so adults lie in a heap at the bottom of the slope; several stylized cuts mar their flesh, although the apparent cause of death is a sharp object jammed through each of their hearts.

Despite appearances, Cuzra is still alive, although it's clear he's not long for this world—it's a testament to Cuzra's sheer ornery nature that he's held on this long. An investigator making a successful **First Aid** roll can rouse Cuzra momentarily, providing the chance to hear, in broken English, his last tale (**Handout: Harvest 19**).

With his story told, Cuzra's breathing becomes labored and attempts to move him cause him to whimper and gasp with pain, a truly pitiful sound. He begs the investigators to leave before God unleashes His final wrath upon Cobb's Corners. With one shaky hand he points to the sky, indicating the mass of swirling black clouds the investigators may have spotted when they emerged from the mi-go base (**Always Darkest...**, page 226).

Whether the investigators stay with Cuzra until he dies, leave him in the stone circle, or take him back to his house, is, of course, up to them. Regardless, his last words to them are, "*It is coming!*"

Handout: Harvest 19

I hear the striga's Sabbat outside my house. I hear many children and a man... I am thinking he is Sheriff Spencer. I crawl like dog through thickets. I see... I see...terrible things, many children dance and sing around hill. I see Mrs. Carmichael lying on the altar stone, she is alive, and her little Susie...that child of the Devil...she holds her momma's hand and she smiles at her. A man at the altar...his back is to me...he keeps cutting on Mrs. Carmichael but she just stared...stared at her daughter. She didn't scream until the end. Until her own Susie stabbed her in the heart. Then from the trees...came...came a devil. It was a blasphemy on God's world...and the little children...they ran to it like it was family. Dancing around it and singing. Another was brought up to the altar and killed...and another devil come out of the woods. They do this for a long time. I black out and wake with rain stinging me. Most children gone...most devils gone. I go back home, get hammer, then wait till all leave. I smash stones but striga children return...they strike me but I strike them too. This rain... I think... I think God sends this rain to wash away this evil. Like...Noah, yes?

The Lonesome Death of Mrs. Bellweather

Another resident the investigators may run to is Agnus Bellweather (**Mrs. Bellweather**, page 96). Those attempting to save or enlist the aid of Agnus are in for a rude surprise, as The Young have already paid her a most unpleasant visit.

Approaching Mrs. Bellweather's home, the investigators see the front door banging in the wind. Inside the front room are obvious signs of a struggle: overturned furniture, smashed ephemera, and splattered drops of blood. A quick search finds Beltane, Mrs. Bellweather's cat, headless in a corner of the room. In the kitchen, propped up on a wooden chair, is Mrs. Bellweather's body, deeply scored with slashes and cuts that go right to the bone. Looking about, the investigators notice the imprints of children's feet in the sticky pool of blood surrounding the chair; apparently her murderers danced as she died. That isn't the worst of it, though: Mrs. Bellweather's head is nowhere to be found. In its place sits the head of her beloved Beltane, its mouth opened in a silent shriek of defiance. Seeing this horrific sight calls for a **Sanity** roll (1/1D6 loss).

Keeper note: alternatively, the cat is gone, having darted away to safety when the house was attacked, and Mrs. Bellweather's head is not missing but rather severed and then turned 180 degrees around on her body.

The Maclearan Farmhouse

Investigators looking for a moment's rest in their former place of residence are soon taught a powerful lesson: nothing of man can long stand before the might of the Mythos. On arrival, they find the steel and oak walls of their headquarters torn asunder, and the insides of the farmhouse gutted and tossed hither and thither. The portable generator is smashed, both radios are destroyed, and all their vehicles are crippled. Taking a look around the property reveals nearly all the traps have been sprung but to little or no apparent effect.

Some equipment can be salvaged from the scene: binoculars, food and water, guns and ammunition, hand-grenades, first aid supplies, lanterns, and gasoline, plus any other objects the Keeper feels could survive a dark young assault. Harsh Keepers might require either a successful **Spot Hidden** or **Luck** roll to find certain items, or a successful **Climb** roll to rescue equipment tossed up into nearby trees, and so on.

This scene provides a moment of calm, albeit a depressing one, allowing the investigators to regroup, lick their wounds, and gather their thoughts before they head into the center of Cobb's Corners.



The awful death of Agnus Bellweather

COBB'S CORNERS REDUX

Investigators reaching urban Cobb's Corners find the town has been the site of a bloody slaughter. Most of the residents are already dead, with the rest either barricaded in their homes, running for their lives, or captured by The Young and awaiting their deaths in a final mass sacrifice to Shub-Niggurath.

As the investigators make their way down into the town, the rain becomes noticeably lighter. The ominous dark clouds they spotted hovering directly over Cobb's Corners seem to be developing some degree of churning solidity as, on occasion, vague shapes emerge from their depths, only to be quickly hidden by the roiling clouds and darkness. Staring too long at this mass of clouds provokes a **Sanity** roll (0/1D3 loss).

On entering the town proper, the investigators see several buildings are burning. Small gangs of children run wild through the streets; each member clutches a knife or some variety of sharp farm implement, while a trail of butchered residents tells of their passing. From a nearby street comes a spine-tingling bellowing and hooting sound, which is answered by further, distant hoots from across the town as the dark young herald The Mother's approach.

Keeper note: due to the storm lessening within the town, penalties to Navigate, Spot Hidden, and Listen rolls no longer apply. You may also wish to remove any penalties previously incurred due to poor lighting as well, thanks to the angry red glow cast by the burning buildings.

If the investigators are unwise enough to walk out in the open in this besieged community, they are attacked by gangs of cultists and may possibly walk into a dark young. A wiser plan is to stick to the shadows and move quietly. With such tactics, the investigators may travel unnoticed by the jubilant cultists, who are far more concerned with their fun and games. Failure, on the other hand, may lead to a chase (**Chapter 7**, *Call of Cthulhu: Keeper Rulebook*).

Keeper note: we recommend you don't call for repeated Stealth rolls as the investigators attempt to sneak through the burning ruins of Cobb's Corners; consecutive rolls drastically reduce the chances of success, and repeating the same roll numerous times can quickly become anti-climactic (as everyone knows they will fail eventually). At most, a single Stealth roll per major location is enough (i.e., don't call for a roll on every street). Clever thinking and the use of distractions should grant the investigators either automatic success or at least a bonus die to the roll. Likewise, incautious behavior may raise the difficulty to Hard. Ensure the players feel a sense of progression and avoid giving them too many delays. Allow the investigators to decide how to handle obstacles, such as small

groups of cultists or a monster, by using cunning and stealth. More combat-orientated groups, including pulp heroes, may prefer a series of quick-fire, short-run fights as they move through town, interspersed with moments of stealth to catch their breath. Don't throw everything at the investigators yet—use these small challenges and obstacles to build the tension and drive events toward the climax.

Finding any kind of aid in Cobb's Corners is at the Keeper's discretion; however, even if useful allies or equipment are found, they shouldn't be easily won. The Young already disabled most automobiles to prevent escape before the summoning began; those they missed have been rendered useless either by the dark young or the EMP effect caused by Shub-Niggurath's imminent arrival.

Those townsfolk still alive and not already captured are unlikely to be in a trusting mood, although a successful social skill roll (such as **Fast Talk** or **Intimidate**) could work wonders, albeit grudgingly.

LIMITING THE CARNAGE

This part of the scenario, particularly toward the climax in the center of town, involves a large number of dark young, which makes sense given Shub-Niggurath's impending appearance. Never the easiest of adversaries to overcome, such monsters may quickly kill entire groups of investigators in a classic *Call of Cthulhu* game and provide stiff opposition for pulp heroes. Some Keepers may wish to limit their investigators' (or heroes') exposure to these monsters, giving them a greater chance of survival along with the opportunity to witness the hideous spectacle of The Mother's descent firsthand. In addition, if running this campaign for veteran *Call of Cthulhu* players, replacing some of the dark young with a "new" monster might also be appealing.

With this in mind, details are provided in the **Creatures and Monsters** section (page 243) for the **Dark Spawn of Shub-Niggurath**. These twisted creatures are humans who have drunk or otherwise been contaminated by The Mother's milk. Turned into mutated and wicked things and driven by insatiable hunger and devotion to Shub-Niggurath, the dark spawn are numerous, but they present far less of a threat than the dark young. Of course, if so inclined, the Keeper may decide to have both dark spawn and a smaller number of dark young wandering the streets!

RETURNING TO LOCATIONS IN TOWN

The following sections describe places and encounters the investigators are likely to come across as they move through the hell hole that is Cobb's Corners. The Keeper should choose which ones are most appropriate for their game. Allow the players to make use of the investigators' version of the **Cobb's Corners in Flames** map (Appendix C, page 330) to navigate their way around town. The Keeper may find it useful to refer back to both the **Cobb's Corners** overview in the **Campaign Background** and **Chapter 1** for the necessary details, as required.

Back at the Sheriff's Office

- Reference: **The Sheriff's Office**, page 42.

Sheriff Spencer's fortress of law and order has been abandoned. All the doors and jail cells are wide open, although everything else seems to be intact. The situation may strike the investigators as strange, as all the surrounding buildings seem to have been thoroughly raided, if not demolished completely.

Regardless of the investigators' suspicions, the office is actually empty and devoid of any threat; it is also a valuable weapons cache. If the investigators aren't already aware of the

fact, a quick search (no roll) sees a gun cabinet containing three 12-gauge shotguns (two double-barreled, one pump action), while a successful **Spot Hidden** roll notices a small keg of black gunpowder that is no doubt used to fire off the cannon next to the war memorial (an **INT** roll to remind the investigators about the cannon, if they've forgotten). Next to the keg are a handful of two-inch (5 cm) long wicks; their burn time is approximately five seconds. As for Sheriff Spencer's whereabouts, see **Is That You, Mother?** (page 236).

Back at the Grill

- Reference: **Jim's Grill**, page 45.

A truly grisly sight awaits the investigators if they decide to explore the once-welcoming diner. All of its front windows are broken, and the inside has been thoroughly trashed. A burning—cooking?—smell comes from the kitchen in the rear.

Those entering the kitchen soon find the remains of a man and woman. Both have been viciously hacked apart, and some of their body parts are missing. Nonetheless, what remains of the corpses can be identified as Jim and Ann Haggerty, the diner's owners. Seeing these fine people reduced to such a pitiful end calls for a **Sanity** roll (0/1D4 loss). If any investigator is foolish enough to look into the two large pots steadily simmering on the stovetop, they find



*Cobb's Corners burns
Opposite: Cobb's Corners in Flames map*

View of
COBB'S CORNERS
 VERMONT
 est. 1787

Advertising Directory

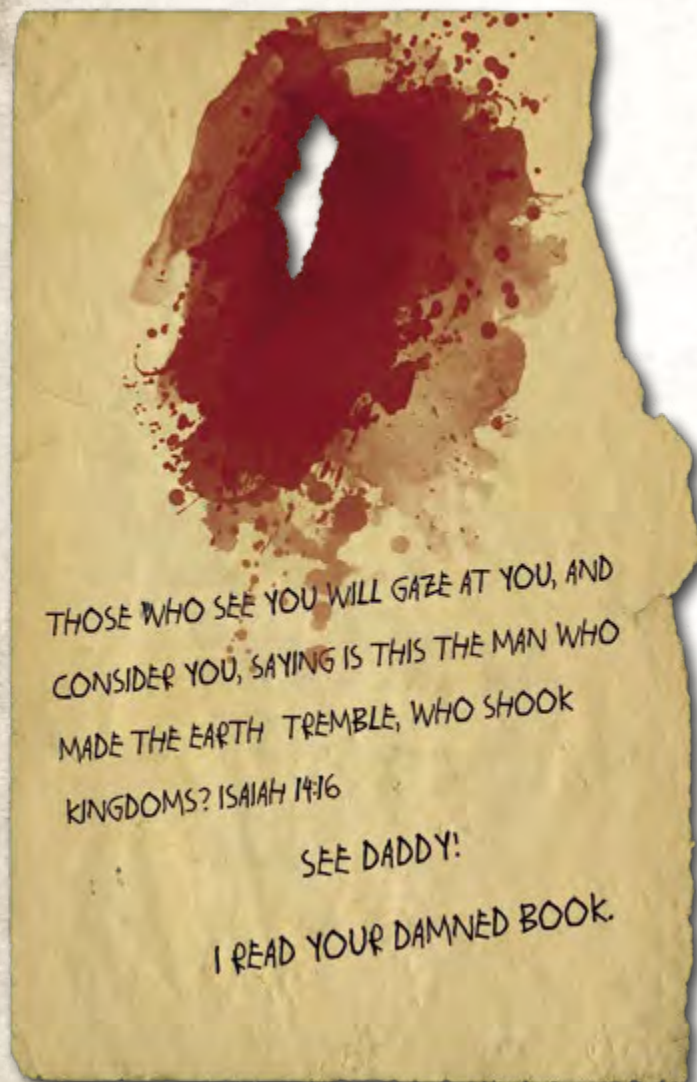
1. Gismend Road Bridge
2. Public Library
3. Cobb's Corners Gazette
4. Karner's Goods
5. Sheriff's Office
6. Bridge
7. Town Hall
8. Civil War Memorial
9. Dr. Owen Perry's Home and Practice
10. Jim's Grill
11. School
12. First Baptist Church of the Divine Ascension
13. Deputy Cutter's House
14. Book Pyre
15. Ritual Summoning Site



out what happened to the missing body pieces, losing a further 0/1 Sanity points in the process.

If a thorough search of the rest of the kitchen is mounted, a wild-eyed, blood-splattered Jason Haggerty is found hiding in the pantry (see **Non-Player Characters: Jason Haggerty**, page 241, for his profile). Frantic and crazed, Jason wields a large meat-cleaver and is far beyond rational thought. He screams and attacks with abandon until incapacitated or killed; however, a successful Hard **Psychoanalysis** roll should be enough to get the boy to calm down and collapse into a catatonic stupor, allowing him to be restrained. If no search takes place, then upon leaving the kitchen, the last person out is attacked by the screaming teenaged maniac. Allow the investigator a **Listen** or **Spot Hidden** roll to determine if Jason has surprise on the first round of combat.

Handout: Harvest 20



Back at Deputy Cutter's House

- Reference: **Deputy John Cutter's Home**, page 47.

As this is the cult leader's home, it remains untouched by the chaos surrounding it. Nearby houses are aflame, and the mangled and blood-soaked bodies of their residents litter the surrounding streets, although one or two may still be alive, hiding in cupboards and cellars (at the Keeper's discretion).

Nothing particularly incriminating is found if the investigators search the building. As Cutter is presently in the center of town waiting for The Mother, investigators looking for a safe place to hole up could find no better location.

Back at Karner's Goods

- Reference: **Karner's Goods**, page 48.

The general store has been raided. The cultists have already taken all the firearms and available melee weapons; however, they may have missed something useful (**Luck** roll). Food, lanterns, and similar items are available here.

Investigators searching the small house next to the store for signs of Fred Karner and his wife Christine find the front door of their home wide open. There are no bodies inside, but a large quantity of blood has been spilled in the front room quite recently.

Back at the Doctor's Office

- Reference: **Dr. Perry's Home and Office**, page 48.

Going to the doctor for help is also a dead end—quite literally. Dr. Perry's two-story home and office is in flames. Out front, in the shadow of an old tree, investigators see an adult's body. Closer inspection reveals the corpse to be the good doctor, murdered by The Young in a most gruesome and unusual way. Someone in the cult seems to have known the doctor's secret fear of vampires, as poor Dr. Perry has a large wooden stake hammered deep into the center of his chest. Seeing Perry's body up close provokes a **Sanity** roll (1/1D4 loss). Understanding the twisted humor behind his death is merely the bitter icing on the cake.

Back at the Gazette

- Reference: **Cobb's Corners Gazette**, page 44.

The building has been stomped flat by a dark young under the direct command of Deputy Cutter—the cult leader never liked Richard Wendell and took great pleasure in seeing the Gazette destroyed. There is no sign of the reporter's body in the debris.

Keeper note: Wendell is alive and is being held in the center of town waiting to be sacrificed to The Mother.

Back at the Church

- **Reference:** *First Baptist Church of the Divine Ascension*, page 50.

Past the overturned pews and smashed windows, the cooling body of Rev. Earl Wilson lies upon a bloodied pulpit. Nearly every bone in his body has been shattered; a nearby broken axe handle is clearly the instrument of torture. Someone has taken the time to stuff pages from a Bible into the reverend's mouth. There is also a note pinned to his chest with a kitchen knife (**Handout: Harvest 20**). Of Earl's wife Martha or his son Jacob, there is no trace.

Back at the School House

- **Reference:** *The School*, page 51.

As might be suspected in a town where many of the children have gone completely berserk, the school was one of the first buildings set on fire. By the time the investigators reach it, only a burned-out, smoking husk remains. Thankfully, Holly Rydell's body is not in the ashes.

Keeper note: the young school mistress is another of the cult's captives. Like the others, she is currently being held in the center of town.

Back at the Library

- **Reference:** *Public Library*, page 38.

As the investigators approach the library, they see a group of four cultists piling up a large mound of books in front of the building. At first, it looks like the kids are going to have an old-fashioned book burning. Yet, as they get closer, the investigators see a wooden pole sticking up from the center of the pile with the bloody, yet still alive, Mabel Carruthers tied to it. Books are stacked up to her knees, and, as the investigators watch in horror, she and the tomes are splashed with liberal amounts of gasoline.

Investigators who visited the library earlier may recognize one of the laughing youngsters as Amanda Wells, Mabel's 17-year-old niece and reluctant library assistant. Amanda holds a burning torch; once Aunt Mabel's pyre is dripping with fuel, she begins to slowly and ceremoniously walk toward the pile to deliver the *coup de grâce*.

This is a chance for the investigators to actually save a life if they act quickly (see **Non-Player Characters: Amanda Wells**, page 241, for her profile). If Mabel is freed, award an instant 1D4 Sanity points; however, if the investigators allow the librarian to be burned alive, they lose 1D6 Sanity points. The rescue attempt may draw unwanted attention if the investigators don't proceed with cunning and stealth.



Amanda kills her aunt

IS THAT YOU MOTHER?

In the center of town, close to the Civil War memorial, a smiling Deputy Cutter performs repeated bloody sacrifices upon an altar of his dead neighbors while nine of Cutter's fellow cultists sing and dance counterclockwise in a circle around their leader. Two of the vile dark young stand either side of Cutter, hooting loudly in praise of The Mother, while a third dark young keeps watch over a group of eight frightened townspeople—Sheriff Spencer, Richard Wendell, and Holly Rydell among them—who have yet to be sacrificed. In the sky above, a churning mass of black clouds descend ever closer to the earth. The ritual is almost over, and Shub-Niggurath is about to make her dread presence known.

Keeper note: investigators who stand by and watch the events unfold witness the following scene; if they decide to act, the Keeper should adjust the proceedings accordingly (see **Saving the Day**, page 237).

First, vague shapes begin forming in the clouds directly above the awful scene, then fang-lined maws, pus-rimmed eyes, and black, ropy tentacles lunge through the clouds and into sight. Without warning, gigantic, hoofed legs thrust down from the sky, destroying homes and sending a tremor through the ground. Static electricity causes everyone's hair to stand on end, and the air seems to grow thick and greasy. White milk from a hundred teats falls upon the crowd; the cultists throw themselves forward to drink of this unspeakable brew.

The full horror of The Mother is now apparent. Above the goat-like legs, a twisting, writhing mass of black eyes, tentacles, and gaping maws stands in mockery of all that is right and sane. Pustules rapidly balloon outwards and then burst, giving birth to dark young, while other perverse creatures of nightmare burrow forth from Shub-Niggurath's bubbling flesh, dropping to the ground like fattened maggots. Her tentacles lash down, smashing the pavement and grabbing townsfolk and cultists alike, greedily stuffing the unfortunate into her many wailing mouths. Not even the dark young are spared this frenzy of death. The Mother is ravenous, and she will feed.

Investigators party to the arrival of Shub-Niggurath must make a **Sanity** roll (1D10/1D100 loss)—looking away does not prevent this, as merely being in the presence of an Outer God is enough to warp human minds.

Keeper note: play up the effects upon any investigators who are nearby: their skin crawls, and it feels like worms are gnawing through the walls of their stomach; some suffer from hot and cold sweats; others experience headaches that grow in intensity to the point where they feel they want to tear the flesh from their face for some form of release, while one or two convulse with wave after wave of nausea. Being in the presence of something so malignant and abhorrent is not something that should be easily forgotten.

If the investigators reach the center of town in time, then, at the Keeper's discretion, they may still be able to stop Shub-Niggurath's appearance, although it will be a close-run thing. For example, if Deputy Cutter is killed, thereby ending the blood sacrifice, the Outer God's full manifestation may be prevented. If the Keeper decides to let the investigators somehow prevent The Mother's full appearance, the Outer God partially manifests (a reduced Sanity loss of 1D6/2D10), causing untold damage to the town: flattening buildings, killing off the majority of the cultists, and generally devastating the area. And, even if Shub-Niggurath is prevented from fully entering our world, there's still the small matter of the remaining cultists, the dark young and other horrors, and the surviving captives to worry about.

Keeper note: if you still want the investigators to experience the full horror of Shub-Niggurath's arrival, even if they do kill Cutter before he finishes the sacrifices, another cultist could jump up and take his place, bringing about the inevitable consequences as previously outlined.

A MAGICAL OPTION

This option is possible if the investigators have, through their previous exploits, learned a few spells. Such arcane access may come via good relations with Dr. Henry Armitage (see **The Restricted Collection** in the **Campaign Background**, page 63, and **A New-Found Friend?** page 143) or by another means of the Keeper's devising. Certain spells, like Dismiss Deity and Elder Sign, provide a means to prevent or disrupt Shub-Niggurath's summoning.

SAVING THE DAY

While escaping and hiding from the horror at the center of town may be the investigators' number one priority, those who stick around may actually be able to save some innocent lives—as long as they act before The Mother finally materializes or before any surviving cultists and dark young realize who's responsible for the ritual failing (if the Keeper permitted the investigators to prevent Shub-Niggurath's full manifestation).

The three main options to save the sheriff and the other townsfolk from certain death are: kill, distract, or incapacitate the dark young guarding the captives.

Kill

A group of determined and suitably armed investigators could, possibly, take down a single dark young if they gain surprise or can cause enough damage before the monster's multiple attacks crush and stomp the characters to death. Given the dark young's armor, this is no simple feat and is, in all probability, a suicide mission. This option may be more plausible for a group of pulp heroes.

Kind Keepers may allow the attempted combat to distract the monsters long enough for the captives to make a run for it; otherwise, they may wish to call for a successful group **Luck** roll to see if the prisoners take advantage of the situation.

Distract

One or more of the investigators cause a distraction, allowing the rest to gather up the captives and sneak away to safety. Those causing the distraction will need to get close to the altar to attract the dark young guard's attention, which also means getting close to the sacrificial action. A harsh Keeper might call for a **Luck** roll to avoid a random tentacle from Shub-Niggurath snatching up and feeding the investigator into one of its mouths. Likewise, those causing the distraction have to face the dark young and possibly survive its attacks and/or magic.

Incapacitate

A successful **Spot Hidden** roll reveals the presence of the Civil War memorial's small cannon, standing apparently forgotten amid the carnage. If the investigators are struggling to realize the significance of this, an **Idea** roll recalls that the cannon is still functional—fired by the sheriff every Memorial Day and 4th of July celebrations.

Keeper note: if the Idea roll is failed, be sure to have some cultists blocking the way to the cannon (i.e., the investigators gain the clue whatever the outcome of the roll, but, as a consequence of failure, they face some consequential danger or threat).

As luck would have it, the cannon's muzzle is pointing right at the dark young guarding the captives. If the investigators have something to set the cannon off with (such as the gunpowder and wicks found in the **Sheriff's Office**, page 42) and something to shoot out of it (a rock from the nearby garden snugly fits the cannon's bore), then they can make good use of this unexpected opportunity. A successful **Stealth** roll may be needed to creep up to the cannon, load, and fire it without being spotted (once fired, the cannon hits automatically, no roll required). The heavy projectile strikes the dark young in the center of its nightmarish body. While the rock causes the monster little damage, the surprise impact knocks the dark young over and stuns it for a moment or two, giving the prisoners a chance to flee.

Escape

If the captives manage to make a break for it, they and the investigators must get away from three rampaging dark young, not to mention the cultists and (potentially) an Outer God only moments away from destroying everything. A group **Luck** roll or personal **DEX** rolls (at the Keeper's discretion) sees the rag-tag survivors fleeing through the darkened streets before happening upon a strange-looking automobile parked behind a burning house. A successful **Drive Auto** or **Know** roll identifies the vehicle as a 1926 Stanley Steamer, the last steam-powered car produced by Stanley before going bankrupt. As it's steam-powered, the car hasn't been affected by the strange electromagnetic distortion caused by Shub-Niggurath's summoning.

Kind Keepers who allow the car to be found without a roll, might instead ask for a group **Luck** roll to determine if the car's boiler is full; failure means someone is going to have to get water and fill the tank as quickly as they can. Even if the tank is full, someone must light the fire to heat the boiler, leading to a tense wait as the water turns to steam and builds up enough pressure to push the pistons in the car's cylinders.

Keeper note: hopefully, the investigators attempt to lay low while the steam builds (the exact time required determined by you). This doesn't mean you should ease off on the tension—a single cultist could come sniffing around where they are hiding, only to be distracted by an ear-piercing scream and run off before the investigators are discovered. Or perhaps they hear the heavy footfalls of a dark young heading their way, only for the creature to pass them by.

Stanley Steamers usually have space for up to five people to fit inside comfortably. It's unlikely that all of the investigators plus up to eight townsfolk (if they saved all of them) will be able to cram into the vehicle—some may have to brave it on foot.

Lacking the steam-powered auto, the investigators had better run as fast as they can while sticking to the shadows. Despite the general devastation, places to hide are easy to find—the investigators have the entire town and any surviving outlying farms from which to pick a spot. Finding a cellar to hole up in should be simple, provided they aren't spotted by a group of cultists or a dark young.

SURVIVAL

If you are running *A Time to Harvest* with *Pulp Cthulhu*, you may still have one scenario left to play through (**Mission to the Moon**, page 247). If you do, then it's advisable to think ahead and prepare the encounters your heroes will face in Cobb's Corners with care. If all of the heroes are in the center of town when Shub-Niggurath fully manifests, then it is highly likely they will all go permanently insane and/or die, ending the campaign then and there. Having all or some of the investigators wait things out, hidden away in a cellar—or even Deputy Cutter's house—may be the most prudent course of action if you want to maintain at least some sense of continuity between this chapter and the next.

This doesn't necessarily mean you have to limit the might and power of the Outer God, but you should be prepared to give the heroes chances to escape the worst, while also allowing (if necessary) one or two to make courageous last stands, perhaps sacrificing themselves for the good of others. Note that Chapter 6 does contain advice for bringing in replacement heroes to finish up the campaign (as FOC agents sent in to clean up the mess), so if you think it's fitting—and your players will find it enjoyable—feel free to have The Mother wipe everyone out in gloriously horrific ways the players will remember!

If, on the other hand, you're playing a classic campaign, then everybody dying or going insane in the end is completely in keeping with the tone of many Mythos stories and can still be a deeply satisfying conclusion if the investigators still get their moment to shine. If, however, you'd also like to run Chapter 6 as part of your classic campaign, then also consider whether a total party retirement is a desirable outcome and make any adjustments you see fit to keep at least some of your investigators alive for their trip to the lunar surface. What's important is that everyone has fun during the climax—if you need to bend the rules here and there to maximize everyone's enjoyment, that's fine, and we promise that you will not get a visit from the “game fun police” for doing so.

CONCLUSION

If the investigators don't kill Deputy Cutter, they may hear the sound of (and possibly see, if they are close enough) the cult leader's fitting end. As Shub-Niggurath manifests (fully or partially), Cutter laughs insanely as he is encircled in The Mother's loving embrace and consumed. With this, Cutter's dancers run toward The Mother, literally throwing themselves into its “arms,” to know its love and answer its call.

If Shub-Niggurath fully materializes, all of the cultists die, consumed by the Outer God as it lays waste to the town and the surrounding valley. Anyone out on the streets must face a gauntlet of dark young, as well as the god's tentacles, in order to escape to a safe place (e.g., a cellar) and remain there until the worst is over. It's likely the vast majority of those in Cobb's Corners not killed before Shub-Niggurath's arrival do now die. By dawn, the town and everything surrounding it is a total wasteland. The Mother and its dark young have gone, returned from whence they came.

If Shub-Niggurath only partially manifests, all of the cultists closest to the center of town die as they leap into the maelstrom, and are either eaten or sucked into the god's plane of existence as it departs. In those moments, the god's wrath is terrible, inflicting ruin on the town's center. In an approximately 1-mile (1.6 km) radius from the War Memorial, Cobb's Corners is flattened. With a partial manifestation, the death toll is not so great; nevertheless, with the number of people dying this night, the victory is no more than a Pyrrhic one.



AFTERMATH

Following the calamitous events in Cobb's Corners, the investigators may manage to contact Michael Abelard and FOC, although it's far more likely that Abelard—or his Board of Trustees (**In the Conference Room**, page 186)—act first. If no contact is forthcoming from either of the FOC teams for 24 hours, Abelard scrambles people to investigate. As soon as the devastation in Cobb's Corners becomes apparent, FOC resources and support services are sent in.

Keeper note: if you are running *A Time to Harvest* as a pulp campaign or wish to include the optional **Mission to the Moon** scenario to round out your campaign, skip ahead now to **Chapter 6**.

In the following few hours, the investigators are found by FOC personnel. All are taken to temporary facilities set up to house and care for survivors. Over the next week or so, the investigators' injuries are treated, and everyone gets time to rest and recuperate; they are also debriefed by trusted FOC staff members during this period. The police and curious journalists may wish to interview them, too.

Those looking for evidence to support the investigators' wild stories turn up very little. Few bodies are found, as most were consumed by the fire or a rampaging Shub-Niggurath and its dark young. The few who managed to survive that hellish night have either been driven insane or refuse to talk about what happened out of guilt, sorrow, or fear. If the investigators managed to kill any mi-go or dark young, their remains dissolve long before help (and external witnesses) arrive.

When state and government officials and support teams turn up to assess the damage, it's clear that almost everything in Cobb's Corners has been destroyed. Over 90% of the buildings burned to the ground in the inferno that swept through the town or were flattened by the appearance of the Outer God. The farms outside of town suffered a similar fate; only the rain stopped a major forest fire. Even the once rich soil has been reduced to a chalk-like consistency and for many years to come, nothing grows within the valley.

News reports of the tragedy feature two conflicting stories. The more mundane ones describe how a large fire swept through town killing many residents in their sleep, but the source of the fire is never clarified. The second story suggests a meteor struck Cobb's Corners, destroying the whole area. The reason for this explanation is not given, but the reporter states he received his information from scientific sources working for the government. Ultimately, FOC manages to control the media message. Bribes, coercion, and plain old fast-talking ensure no word of cults, aliens, or extra-dimensional beings enters the official record.

EPILOGUE

Here are some suggestions regarding possible plot hooks for future *Call of Cthulhu* adventures based on the events that transpired during the campaign, as well as providing ways to wrap up any loose ends that may be left over from all the chaos the poor investigators have endured thus far.

Keeper note: a separate, smaller epilogue is included at the end of **Chapter 6** to deal with specific issues that may arise for those choosing to finish the campaign with a mission to the dark side of the moon (page 247). Thus, the following sections also apply to those completing either version of the campaign.

The Fate of Federated Oil and Chemical

The Keeper faces some decisions with regard to FOC based on how they see the company fitting into any future adventures of their own design. For example, the multi-million-dollar company might make a suitable, long-term addition as an investigator organization, as Michael Abelard's war against the mi-go could easily lead teams of FOC agents into other Mythos-related adventures across the globe.

Advantages to joining FOC could include: access to high-placed contacts, near-unlimited resources, and a wealth of personnel to draw upon (either as allies or investigators). For the Keeper, using Abelard to direct investigators toward missions is a quick and easy way to get them involved in almost any adventure. In many ways, FOC is comparable to SKT (aka Seeking Knowledge and Truth) from the *Call of Cthulhu: Investigator Handbook* (page 127). Feel free to draw upon SKT in further developing FOC for your ongoing campaign.

Alternatively, devious Keepers may wish to twist this idea into something darker. In this case, the investigators hear of Abelard's involvement in another serious accident. The recovering millionaire then summons the investigators to a late-night meeting. The group is ushered into a poorly lit room where Abelard sits or lies, partially obscured by shadows. Throughout the meeting, Abelard hardly moves; his face shows little expression, and he speaks differently somehow—conditions no doubt brought about by his mysterious accident. For Keepers familiar with H. P. Lovecraft's *The Whisperer in Darkness*, the truth is obvious: Abelard has been replaced by a mi-go wearing Abelard's face as a **Living Mask** (page 31). Unless the investigators stumble upon the truth, they are unwittingly used by the mi-go to further their agenda on Earth. How long will it take before the investigators realize they are no longer the "good guys"?

Revenge of the Mi-Go?

The mi-go represent an ongoing threat; however, petty human emotions like vengeance are probably beyond the aliens' frame of reference. Therefore, the investigators might be allowed to go about their business—so long as they stop poking their noses into the Fungi's machinations. Of course, who's to say the mi-go won't reappear at some later stage to darken the investigators' doors?

Imagine a scenario where the alien scientists have cloned the investigators from DNA left in the base beneath Round Hill (or the Moon, if playing the optional Chapter 6 scenario). What manner of chaos will the duplicates, fitted with the brains of loyal mi-go agents, cause when they attempt to infiltrate the investigators' lives with a view to replacing them altogether? Or, are the investigators framed for crimes committed by their doubles, implicated in dark dealings—or worse? Can the investigators trust one another? Are any of them who they claim to be?

Going Home

The investigators might simply have had enough adventure for one lifetime and decide to return to Miskatonic University to try and live a “normal” life (if that's even possible in Arkham). If this is what they desire, they are amazed at how easy it is for them to return—Abelard is true to his word and uses his considerable influence to smooth out any unresolved issues with the university and Arkham's police. He makes sure to let the Board of Deans and the Board of Trustees know the investigators proved to be of vital assistance to FOC. He also trusts the university to recognize their value when considering graduation honors and employment as academic staff.

As discussed in Chapter 3 (*Fallout*, page 151), the Orne Library, Science Hall, and any other buildings damaged during the mi-go agents' raid are repaired at FOC's expense. As if this was not enough, Abelard makes three generous grants to the university and starts a new scholarship program named after his late son, Michael Abelard Junior.

If appropriate, Abelard uses his connections to have two of the world's most famous thinkers mention the investigators' names in prominent places. Those investigators with a scientific background may be surprised to see that they were, “*A major source of inspiration, knowledge, and technological expertise I was able to draw upon during my latest experiments with the endless capabilities of electricity.*” The quote comes from none other than Nikola Tesla (*Call of Cthulhu*:

Investigator Handbook, page 198) and appears the following year when his latest theories are published. Investigators with interests in anthropology, folklore, and psychology, see their names similarly mentioned in a book dedication by the Swiss psychiatrist Carl Gustav Jung.

As a result of Abelard's efforts, the investigators are welcomed back to school with open arms. Even though some people might still whisper about them behind their backs and view them as being a little weird, it soon becomes widely known that they have very influential friends and are not to be dismissed so lightly. In *Call of Cthulhu*, that's never a bad thing! (Or is it?)

If the Keeper used the option of having Dr. Henry Armitage develop a friendship with the investigators in the aftermath of Chapter 2, there is the possibility that Armitage sees value in continuing to “train” these new protégés. Perhaps, after the insights he gained through the “Dunwich Horror” and now the investigators' experience of the mi-go, Armitage wishes to take a more proactive approach to uncovering further manifestations of Yog-Sothoth and its ilk. In this way, Armitage effectively heads up a new investigator organization.

And that, dear Keeper, is that! It's time for the investigators to put their feet up for a while—at least until the next time the terrors of the Cthulhu Mythos come knocking at their door...

REWARDS

Permit any surviving investigators a development phase if they take advantage of FOC's hospitality. In addition, apply the following Sanity gains or losses:

- Risking their lives to save the eight captured townsfolk from certain death: +1D10 Sanity points.
- Incapacitating rather than killing the child cultists and somehow ensuring they live: +1 Sanity point per cultist (to maximum of 6 points).
- Killing Deputy Cutter before The Mother does: +1D4 Sanity points.
- Preventing the full manifestation of Shub-Niggurath: +10 Sanity points.
- Hiding and doing nothing (not even helping others being attacked by cultists): -1D10 Sanity point loss.
- Killing a Mythos creature: dark young +1D10 Sanity points (maximum); dark spawn +1D6 Sanity points (maximum).

CHARACTERS AND MONSTERS

NON-PLAYER CHARACTERS

Jason Haggerty, age 14, psychotic parent killer

STR 55 CON 50 SIZ 60 DEX 70 INT 65
APP 75 POW 60 EDU 45 SAN — HP 11
DB: 0 Build: 0 Move: 8 MP: 12 Luck: 30

Combat

Brawl 35% (17/7), damage 1D3,
or knife 1D4+2
Dodge 35% (17/7)

Pulp Combat

Brawl 50% (25/10), damage 1D3,
or knife 1D4+2
Dodge 45% (22/9)

Pulp Talents

- **Alert:** never surprised in combat.
- **Rapid Attack:** may spend 10 Luck points to gain one further attack in a single combat round.

Skills

Charm 60%, Climb 80%, Cthulhu Mythos 5%, Fast Talk 70%, Jump 50%, Listen 50%, Psychology 35%, Sleight of Hand 40%, Spot Hidden 45%, Stealth 75%, Swim 60%, Throw 60%.

Spells: Cloud Memory, Command Animal (Cat)*, Contact Mi-Go, Contact Shub-Niggurath*, Lame/Heal Animal*, Wither Limb.

*See *Appendix A: Spells*.

Amanda Wells, age 17, book-burning killer

STR 65 CON 70 SIZ 45 DEX 75 INT 65
APP 40 POW 70 EDU 45 SAN — HP 11
DB: 0 Build: 0 Move: 9 MP: 14 Luck: 35

Combat

Brawl 25% (12/5), damage 1D3,
or scissors 1D4
Dodge 40% (20/8)

Pulp Combat

Brawl 40% (20/8), damage 1D3,
or large scissors 1D4+2
Dodge 60% (30/12)

Pulp Talents

- **Rapid Attack:** may spend 10 Luck points to gain one further attack in a single combat round.

Skills

Charm 30%, Climb 70%, Cthulhu Mythos 11%, Fast Talk 45%, Library Use 60%, Spot Hidden 60%.

Spells: Augur*, Bind Dark Young, Blight/Bless Crop*, Contact Shub-Niggurath*, Lame/Heal Animal*, Shrivelling.

*See *Appendix A: Spells*.



THE YOUNG, CULTISTS OF SHUB-NIGGURATH

Following is a sample of seven homicidal cultists that should be used whenever the investigators encounter one or more unnamed members of The Young. The cultists vary greatly from one another—their ages range from 8 to 18, and they come in all shapes, sizes, and genders. Note that the Keeper should adapt their depiction of the cultists based upon their selected age—for example, a 17-year-old's mannerisms would likely be different to those of a 12-year-old.

Keeper note: #1–4 are younger cultists; #5–7 are older cultists. All cultists have zero Sanity.

	1	2	3	4	5	6	7
STR	25	30	40	50	60	75	85
CON	50	60	45	50	60	55	70
SIZ	35	40	45	50	65	70	80
DEX	50	50	65	60	70	80	60
INT	60	50	70	60	65	80	60
POW	60	40	50	50	40	60	60
HP	8	10	9	10	12	12	15
DB	–2	–1	0	0	+1D4	+1D4	+1D6
Build	–2	–1	0	0	1	1	2
Move	8	8	8	8	8	9	8
MP	12	8	10	10	8	12	12

Cultists #1–4

Brawl	25% (12/5), damage 1D3+DB, or weapon*
Thrown rock	35% (17/7), damage 1D4+½ DB
Dodge	40% (20/8)

*Choose from:

- **Medium knife:** damage 1D4+2+DB
- **Scissors:** damage 1D4+DB
- **Screwdriver:** damage 1D4+DB
- **Straight razor:** damage 1D3+DB

Cultists #5–7

Brawl	50% (25/10), damage 1D3+DB, or weapon**
20-g shotgun† (2B)	35% (17/7), 2D6/1D6/1D3
Dodge	35% (17/7)

**Choose from:

- **Hatchet:** damage 1D6+1+DB
- **Pitchfork:** damage 1D6+1+DB
- **Scythe:** damage 1D6+DB
- **Wood axe:** damage 1D8+2+DB

†Assume 30% chance of having a shotgun.

Skills

Charm 40%, Climb 60%, Cthulhu Mythos 5%, Fast Talk 60%, Jump 60%, Listen 40%, Psychology 25%, Sleight of Hand 30%, Spot Hidden 40%, Stealth 65%, Swim 50%, Throw 45%.

Spells: each cult member has a 40% chance of knowing 1D2 spells from the following list: Alter Weather*, Augury*, Blight/Bless Crop*, Cause Disease*, Cloud Memory, Command Animal (specify type)*, Contact Mi-go, Contact Shub-Niggurath*, Implant Fear, Lame/Heal Animal*, Shrivelling, Summon/Bind Dark Young, Wither Limb.

*See *Appendix A: Spells*.

CREATURES AND MONSTERS

Dark Young of Shub-Niggurath, *first children of The Mother*

Use the following for the dark young encountered during this chapter. The majority are averaged-sized, with one or two being monstrous in size, as the Keeper desires.

Keeper note: for a classic campaign, we recommend mostly using the average-sized dark young. Pulp heroes, on the other hand, may enjoy the challenge of dealing with something a bit bigger.

Dark Young: Average Size

STR 220 CON 80 SIZ 220 DEX 80 INT 60
APP — POW 90 EDU — SAN — HP 30
DB: +4D6 Build: 5 Move: 8 MP: 18

Combat

Attacks per round: 5 (strike, swipe, kick, crush, grab) or 1 (trample)

Fighting	80% (40/16), damage 4D6
Grab (mnvr)	80% (40/16), grabbed and held, damage 1D10+5 STR (see below)
Trample	40% (20/8), damage 2D6+4D6
Dodge	40% (20/8)

Dark Young: Monstrous Size

STR 270 CON 120 SIZ 300 DEX 120 INT 100
APP — POW 100 EDU — SAN — HP 42
DB: +5D6 Build: 6 Move: 8 MP: 20

Combat

Attacks per round: 5 (strike, swipe, kick, crush, grab) or 1 (trample)

Fighting	80% (40/16), damage 5D6
Grab (mnvr)	80% (40/16), grabbed and held, damage 1D10+5 STR (see below)
Trample	50% (25/10), damage 2D6+5D6
Dodge	60% (30/12)

Both

Within its masses of tentacles, a typical dark young has four thicker sinuous tentacles with which it attacks. Each of these thicker tentacles can strike out to injure. It may also kick out with its hooves, simply crush, or strike with its massive bulk.

Trample: may trample with its massive hooves, typically hooting and bellowing as it rears up to flatten as many opponents as it can (up to 1D4 humans if they are situated

close together—a Dodge roll to avoid the consequences of being stomped on).

Grab (mnvr): may use its tentacles to grab and capture up to four victims. If a victim is grabbed, they may be held up to one of the horrible sucking mouths and drained of 1D10+5 STR per round (this STR loss cannot be restored). While being drained, a victim is capable only of ineffectual writhing and screaming and must rely on companions to free them, who may attempt to combine their STR to pull their friend free (identify the companion who makes the opposed STR roll, but first ask any additional helpers to attempt a STR roll—each helper provides a bonus die toward the opposed roll, to a maximum of two dice, if they succeed in their STR roll).

Skills

Hoot Loudly 80%, Stealth (bonus die in woods) 30%.

Armor: none; composed of non-earthly material that reduces any successful firearms hit to 1 point of damage per bullet (2 points for an impale; shotguns deal minimum possible damage). Melee weapons inflict normal damage. Immune to attacks based on heat, blast, corrosion, electrical charge, or poisoning.

Spells: knows up to 6 spells; suggest: Cloud Memory, Contact Mi-Go, Enthrall Victim, Fist of Yog-Sothoth, Shrivelling, The Red Sign*.

Sanity Loss: 1D3/1D10 Sanity points to encounter a dark young.

*See *Appendix A: Spells*.

Dark Spawn of Shub-Niggurath, *mutated human monsters*

These abominations are misshapen and perverse mockeries of humanity. Those who consume the milk of Shub-Niggurath are transformed into these horrid, twisted dark spawn. The whole transformation can take as little as 1D4 rounds, but it is always both messy and noisy. The dark spawn-to-be's skin turns scarlet red as veins bulge and flesh stretches. Organs burst and mutate with a sickening cracking and sloshing sound that mingles with the dark spawn's birth screams. Flesh liquefies then quickly reforms, hairless, around jutting articulated limbs ending in cruel claws, while pink-red, worm-like pseudopods emerge from sacks of pooled flesh—the exact number of claws and pseudopods varies between each individual dark spawn.

Able to climb and jump, these abominations lurch and spring forward with surprising speed. Mounds of flesh atop their bodies constantly flex and twitch as numerous black eyes search for food, aided by their pseudopods, which seem to sense the location of warm prey. All the while their gaping maws, more like open sores, slaver for sustenance.

For some, when The Mother's milk is diluted or ingested in tiny amounts, the initial stages of transformation seemingly bring health benefits, even re-growing lost limbs. As more milk is consumed, the transformation speeds up, and rather than granting further benefit, it corrupts and twists, turning the human into a dark spawn.

Keeper note: optionally, wounded investigators may miraculously recover from major injuries or regain 1D6+2 hit points if given a small amount of The Mother's milk to drink (or poured over a wound). As to the long-term effect of such a wonder cure, such things are the purview of the Keeper and may instigate a new adventure down the line.

	<i>roll</i>	<i>average</i>
STR	(4D6+2)×5	80
CON	(4D6+2)×5	80
SIZ	3D6×5	50–55
DEX	(4D6+2)×5	80
INT	3D6×5	50–55
POW	(2D6+6)×5	65

Average Hit Points: 13

Average Damage Bonus (DB): +1D4

Average Build: 1

Average Magic Points: 13

Move: 9



Dark spawn of Shub-Niggurath

Combat

Attacks per round: 2 (pseudopod, claw)

Uses either its pseudopods to grab or its claws to rake and stab.

Grab (mnvr): if successfully grabbing a victim, they are pulled toward a gaping maw to be consumed on the following rounds (automatic 1D4 damage per round, starting on round after the successful maneuver). The victim may attempt an opposed STR or DEX roll per round to break free, or they may try to hit the dark spawn in hopes it will release them (by inflicting damage equal to half the monster's hit points). If the victim's companions are likewise able to cause severe injuries, the dark spawn releases its prey.

Fighting	60% (30/12), damage 1D4+1+DB
Grab (mnvr)	60% (30/12), grabbed (see above)
Dodge	40% (20/16)

Skills

Hiss and Spit 90%, Lurch 80%, Jump 60%, Stealth 40%.

Armor: firearms deal half damage per bullet (round down), although impales (Extreme successes) inflict full damage; melee weapons inflict normal damage. Immune to attacks based on corrosion, electrical charge, or poisoning; fire and explosions deal normal damage.

Spells: none.

Sanity loss: 1/1D6 Sanity points to encounter a dark spawn of Shub-Niggurath.

Shub-Niggurath, *The Mother*

Shub-Niggurath is often represented as a perverse fertility deity. In one description, the entity is said to be an enormous cloudy mass, boiling and festering, parts of which coalesce into horrendous body parts, ropy black tentacles, slime-dripping mouths, or writhing legs ending in black hooves. On arrival, "she" may produce dark young along with any number of lesser horrors. Tales speak of its milk having remarkable healing properties, yet also tell of it causing monstrous transformations.

When summoned, Shub-Niggurath may attack all present (the entity is known for devouring its worshippers). It is often summoned specifically to accept sacrifices. Those who know the correct ritual spell can dismiss the Outer God. It may also be possible to damage the entity enough to make it leave.

For more on this entity, see Chaosium's Malleus Monstrorum.

STR 360	CON 850	SIZ 600	DEX 140	POW 350
HP 145	DB: +11D6	Build: 12	Move: 15	MP: 70

Powers

Body Modification: Shub-Niggurath's form is not fixed; it is able to warp and reshape its mass at will: creating, extending, absorbing limbs, appearing humanoid or monstrous, and so on. Typically, this Outer God appears as a great cloud possessing eyes, mouths, and limbs.

Create Servitors: able to produce (birth) dark young and other associated horrors at will. Some are instantly reabsorbed, while others act as guardians or extensions of the god's will.

Mother's Milk: the deity's milk has remarkable properties that cause transformations in those who consume or are touched by it. In its raw form, the milk may produce spontaneous and rapid mutation, with a general corruption of the flesh. In some cases, a human may be transformed into a Dark Spawn of Shub-Niggurath or some other twisted monstrosity (a POW or Hard POW roll may negate the effect). In smaller doses, the milk is said to have amazing healing properties (restoring lost limbs and so on), although it still has the potential to later corrupt an individual. In truth, the milk produces a seemingly unlimited range of benefits and hazards.

Twist Nature: wherever Shub-Niggurath manifests, it causes animals and plant life in the vicinity to warp and mutate. While this is mostly upsetting, some mutations are liable to become predatory and dangerous—the Keeper should feel free to invent horrific animal and plant monstrosities (or conjoined versions) for this purpose.

Attacks per round: 1 (flail, strike, seize, or trample)
Uses its multitude of tentacles and limbs to flail, strike, and seize opponents. Alternatively, may trample its victims.

Seize (mnvr): may seize a victim; with a successful catch, the victim is gathered into the main body and, on the following round, drained of fluids by its many mouths (permanently draining 3D10 points of STR per round). While being drained, the victim is helpless and may not cast spells, expend magic points, or perform any act whatsoever except to writhe in pain and scream, although the victim may have one attempt to escape the god's clutches on their next action after being seized, with an Extreme STR or DEX roll (after that, the victim is unable to act).

Trample: may trample beings of SIZ 300 or less and may affect all within a 20 yard/meter radius of the god. Unless an Extreme Dodge or Jump roll can move a target out of the way, they suffer 11D6 damage.

Combat

Fighting	75% (37/15), damage 5D6
Seize (mnvr)	75% (37/15), held then drained of 3D10 STR per round
Trample	75% (37/15), damage 11D6

Armor: none; however, it is immune to mundane weapons (inc. bullets) and regenerates 2 hit points per magic point spent to heal itself (death at zero hit points). If reduced to zero hit points, Shub-Niggurath's form petrifies, cracks, and falls into a million pieces, while its essence is transported elsewhere (note that any left-over part may regrow into some monstrous child of the Outer God in time). It reforms in 1D100 years.

Spells: Bestow Glimpse of Truth†, Call Lightning†, Clutch of Nyogtha, Command Animal†, Command Plants†, Curse†, Healing† (variant), Human Shrub†, Maggots†, The Red Sign, Wrack; others as the Keeper desires.

Sanity loss: 1D10/1D100 Sanity points to encounter Shub-Niggurath.

†*Spells found in The Grand Grimoire of Cthulhu Mythos Magic; where necessary, substitute these spells for one from the Call of Cthulhu: Keeper Rulebook.*



The Mother



MISSION TO THE MOON

*I have seen the dark universe yawning,
Where the black planets roll without aim;
Where they roll in their horror unheeded, without knowledge or lustre or name.*

—H. P. Lovecraft, *Nemesis*

This optional bonus scenario is primarily designed to fit a *Pulp Cthulhu* run through of this campaign, although with adjustment, it can also be used for classic play. The events are meant to follow hard on the heels of Shub-Niggurath's disastrous sojourn in Cobb's Corners, at the close of Chapter 5, although it could feasibly take place at some point toward the close of Chapter 4. If being adapted for a classic campaign, the Keeper should take care to adjust the threat level faced by their investigators during their visit to the lunar surface.

It may be that the heroes visited the Moon during their exploration of the mine workings inside Broken Hill (**Gateway to the Moon**, page 208). If this is the case, then perhaps it is they who inform Michael Abelard—or his Board of Trustees (**In the Conference Room**, page 186)—of the dire threat posed by the mi-go. If so, this plot comes to light before FOC personnel discover the Moon Gate during their cleanup operation in Cobb's Corners (**Return to Broken Hill**, page 248).

Thus, if the Keeper wishes to keep Shub-Niggurath's appearance as the grand culmination of either style of campaign, then we recommend the Moon Gate be kept operational and enable the heroes to scavenge enough explosive materials (from either the Round Hill complex or the Moon) to destroy the Dimensional Gate before returning to Cobb's Corners for the finale described in Chapter 5.

SET UP: FROM THE ASHES

Cobb's Corners is in a state of chaos. Most of its buildings lie in ruins or are still on fire. The majority of the town's residents are either dead or injured and/or insane.

Whether safe in a cellar, wandering the blood-soaked streets, or attempting to seek a way out of town, the heroes are eventually picked up by a rapid response FOC crew, sent by Abelard to find out what has happened. Even if completely uninjured, they (presumably willingly) are taken by truck to a field hospital being set up on the outskirts of town, where they are checked over by doctors and told to rest (apply automatic First Aid and/or Medical successes as appropriate).

Keeper note: let the heroes use this time for a development phase, as well as to heal wounds and gather their thoughts (including applying any Sanity bonuses or losses incurred by their actions, as per **Chapter 5: Rewards**, page 240). It won't be long—a week or two, at most—until they are approached by Leon Pasquale and flown back to Detroit (see **Start: Mission Improbable**, page 249).

Those not requiring substantial treatment can choose to remain with their comrades who do need prolonged medical care, or they might offer to assist in the cleanup operation. Others might decide to retrace their steps and tackle the mi-go base again—perhaps thinking they can requisition some soldiers and explosives to destroy the complex once and for all (see **Return to Broken Hill**, following, for details).

Those assisting with the cleanup are detailed to an FOC team working alongside local law enforcement to help locate survivors, during which, the full state of the devastation becomes quickly apparent. The work is tiring, depressing, and not for the feint-hearted; however, hours spent digging through the smoldering remains of residential houses pays off when a young couple and their baby are found trapped in an air pocket under the debris of their home. Heroes supporting the operation are awarded +1D4 Sanity points.

Opposite: The spider-machine

Keeper note: you may wish to play out a short scene for each hero in this aftermath period. Possible scenes might include: a conversation with a doctor about either their injuries or about any survivors, an interview with a big city journalist, the scramble to find survivors under rubble (including the previously mentioned family), being debriefed by an FOC agent, and so on. Otherwise, move on swiftly to **Start: Mission Improbable** (page 249) and plunge the heroes head first into a trip that is, quite literally, out of this world.

RETURN TO BROKEN HILL

Any relatively unscathed heroes might decide to return to either Broken Hill or Round Hill instead of helping out with the general recovery operation in town. If so, on arrival near either of the hills, they're in for a surprise: three FOC trucks are parked nearby and a dozen FOC guards now patrol the area around the cavemouth. The entrance to the cave and tunnel system has been expanded and large iron doors have been fitted to prevent easy access. The heroes are refused entry, despite their FOC credentials. If the guards are pressed, they simply state their orders come directly from Mr. Abelard (or his Board of Trustees). If the heroes linger too long or attempt any mischief, the guards march them off site at gunpoint. If lurking near the area, heroes may witness FOC people in white lab coats removing large wooden crates from the entrance and loading them into the waiting trucks (successful **Stealth** roll).

Once his teams discovered the tunnels, Abelard dispatched a large force to sterilize the mi-go complex. Now clear of the aliens, more guards and scientists have been dispatched to gather up any mi-go technology they find; however, the mi-go do not take such affronts lightly. Consequently, near the end of the heroes' recuperation, Abelard and FOC are in for a nasty surprise.

Without warning on the chosen day, mi-go soldiers enter the Round Hill Gate Room using an unattended Gate, slaughtering any humans they encounter before reaching one of the mining machines. Turning the machine up to full power, the mi-go soldiers sacrifice themselves to cause an earthquake centered on the complex. As the base is destroyed around them, the mi-go soldiers' last act is to destroy the complex's remaining Gates. Within moments, the base and everything in it are wiped out, buried under tons of rock and soil. Abelard, after losing over 50 personnel to the mi-go attack, cuts his losses and leaves further investigation of the complex for a later date. After all, his people have already removed a wealth of artifacts and knowledge—including one Gate, taken out just before the complex was obliterated.

Those still in Cobb's Corners—including the heroes—feel the earthquake as it happens, and no doubt wonder

whether the Outer God has decided to return. At the Keeper's discretion, a **Sanity** roll may be called for (1D3/1D6 loss). Reports of a 'quake of great magnitude, centered in the area around the Green Mountains, hit the local and national media, leaving many to wonder what else could possibly befall the few remaining benighted citizens of Cobb's Corners.

DRAMATIS PERSONAE

Two new non-player characters are described in this section; their profiles can be found in the **Characters and Monsters** section at the end of the chapter. Other NPCs, assuming they survived the deep one assault on FOC's headquarters (**Unexpected Consequences**, page 184), can be found in **Chapter 3**.

Keeper note: while Riley and Lang are presented here as NPCs, one or both could be used as replacement heroes for those who didn't make it through Chapter 5 (see **The Plan**, page 253, for further details).

Devon Riley, age 39, battle-scarred veteran

Riley spent the majority of his life working as a military fitness instructor at a boot camp in San Diego, California. A widower, without children, he was approached by FOC and asked if he would spend a couple of years training what amounts to Abelard's growing private army. He did not remain in the role for long; a few days after taking up the position, Abelard asked him if he wanted to partake in something "out of this world." Riley accepted, taking the news of the mi-go and their evil plans with quiet aplomb.

Abelard chose Riley for this mission because of his myriad skills, and he sees him as the ideal man to train and safeguard anyone going through the Moon Gate.

- **Description:** a middle-aged, African-American man with green eyes, a thin moustache, and short, graying hair. His most distinguishing feature is a large, pear-shaped birthmark on his left cheek. He is of above average height and very muscular.
- **Traits:** a quiet, no-nonsense man, with little imagination. Riley is brave and willing to step up and save those in trouble. He was renowned in the training corps for his lack of humor; he has no patience for tomfoolery, which often puts his relationship with his partner Colin Lang under strain.
- **Roleplaying hooks:** there is a slim chance that a hero might have encountered Riley before if they went through United States Marine Corps training in San Diego in the '20s. Regardless, the heroes can rely on Riley if the going gets too tough for them.

Colin Lang, age 25, reckless adventurer

It was his father's wish that Lang join the Marines. Although an able soldier, he never took to army life. Infamous in his unit for his practical jokes, things came to a head in China when a bucket of excrement, meant for a fellow soldier, fell from the door it was suspended over and landed on his sergeant's head instead. A month in military jail hardened him somewhat, after which he was dishonorably discharged due to gross misconduct. He then returned to America only to be disowned by his family.

Lang subsequently found employment as a mercenary before washing up at FOC. Although he no longer plays practical jokes, he rarely takes anything seriously—apart from when dealing with weapons or if his life is at stake. One of the first men to discover the Moon Gate at Broken Hill, his nigh-on relentless bravado meant he instantly volunteered for the job of investigating what lay beyond.

- **Description:** a short but fairly stocky, fresh-faced, white man with short brown hair and a charming smile. He has a scar under his right eye and a slight bend to his nose, both from a beating he took in prison. There is often a mischievous glint in his blue eyes.
- **Traits:** Lang's attitude and mannerisms belong to a man far younger than his 25 years. His gung-ho enthusiasm borders on the reckless.

- **Roleplaying hooks:** if a hero was a member of the 4th Marines, stationed in North China in the '20s, there is a chance they encountered Lang. He likes being in command, but his reckless nature may cost his comrades dear.

START: MISSION IMPROBABLE

As they near the end of their recuperation in Cobb's Corners, Leon Pasqualle, accompanied by four suited men armed with automatic pistols, comes to find the heroes, wherever they may currently be. He has been sent by Abelard to determine if they survived and, if so, have them transported back to Detroit to report on what actually took place. Additionally, Pasqualle says Mr. Abelard has something of the highest importance to show them.

As always, Pasqualle won't take no for an answer and uses promises to win the heroes over once again. He remains taciturn if the mi-go complex is mentioned, saying, "*It is best that Mr. Abelard explains everything in person.*" A successful **Psychology** roll indicates his nervousness at any mention of the alien base and what happened there.



Devon Riley



Colin Lang

Recruited, whether they're happy about it or not, the heroes "enjoy" the company of Pasqualle's four humorless armed guards on their journey back to Detroit. It's clear upon their arrival that much has changed since their last visit: the FOC building is now surrounded by wire fences, patrolled by armed guards and dogs, and has a fortified gatehouse to boot, where the heroes are searched (at gunpoint if necessary) and forced to relinquish any weapons. Finally, two German Shepherd dogs are brought out to sniff the heroes. Pasqualle explains, *"We discovered that canines have a strong aversion to the enemy. If one of these fellows acted aggressively toward any one you, or even me, we'd be shot on the spot."* His grim expression shows he's not joking.

The heightened state of paranoia is compounded when the heroes are taken through the security gate, past more guards and dogs, and into the main building, where they are searched one more time before being escorted to Abelard's fifth floor conference room.

Assuming they are all still alive, Abelard is seated at the end of the conference table, the ever-protective Mr. Murdoch standing behind him, while Selena Preston occupies the chair to his right. A large German Shepherd sits, alert and watchful, in the far corner of the room. Prof. Drake and Dr. Matherson are also present. Leon Pasqualle waves the guards out before taking a seat. The heroes notice right away that Drake and Matherson appear harried and that an atmosphere of gloom hangs over the meeting.

Keeper note: if any of the NPCs mentioned above have been killed during the campaign, use their profiles to create new Board of Trustee members who continue to carry out Abelard's wishes from beyond the grave, if necessary. See Chapter 3's **Conclusion** (page 187) for further details.

As soon as the heroes take their places and have been offered refreshments, Abelard calls the meeting to order. He offers his condolences for any colleagues and/or friends who died in Cobb's Corners, grimly saying that their deaths will be avenged. He then explains about the discovery of the mi-go complex and the aliens' successful destruction of it with the earthquake (see **Return to Broken Hill**, page 248). Abelard then wishes to hear the heroes' stories of what actually took place in Cobb's Corners, rather than the official line held by the news media with FOC's encouragement.

Once the heroes have recounted their experiences, Abelard says, *"Your work in combating the alien threat has proven so invaluable that I wanted to ask you something. How do you feel about saving the entire world this time?"* Leaving a suitably dramatic pause, he continues, *"Sorry, we should start at the beginning. Dr. Matherson?"* He turns and nods at his bespectacled chief scientist. Matherson then proceeds to relate the information contained in **Handout: Harvest 21** (see page 251) to the heroes.

THE MOON GATE

Following Matherson's statement, the heroes are taken downstairs to the laboratory, accompanied by Matherson and two guards—Abelard and the others remain in the boardroom.

The laboratory has undergone some changes since the heroes were last here. For one, it smells a lot cleaner, with all evidence of the deep ones and their rampage removed. There are a lot of wooden crates; a few have their lids removed, revealing rows of brain cylinders carefully stacked within. The former cells contain more cylinders, neatly placed on newly installed steel shelving units. At the center of each cell sits a scientist at a table. Each table holds a brain cylinder, attached to arcane-looking machinery; the heroes may recognize the brains' sensing apparatus (**Campaign Background: Brain Cylinder**, page 29) from their own visit to Round Hill. The scientists are equipped with headphones and microphones, all jury-rigged to the boxes; they sit taking notes while apparently interviewing the brains inside the cylinders. At the far side of the room stands the purpose of this visit: the Moon Gate.

Two FOC men guard the Gate, each armed with drop-holstered pistols and submachine guns. The Gate is 5 feet (1.5 m) wide, forged from strange metal not of this Earth. The metal is covered in mi-go script; several stones are embedded within the frame, each of which glows brightly.

The heroes may have encountered this Gate in Chapter 4 (**Gateway to the Moon**, page 208), but, back then, it was inert and remained so until FOC scientists started fiddling with it. The arch stands between the heroes and what appears to be a tunnel formed from a chalky white substance. A successful **Science (Geology)** roll identifies that the tunnel is composed of a plutonic igneous rock called anorthosite, made mostly of plagioclase—a coarse-grained volcanic rock (commonly called feldspar) that cools over a long period of time. Thus, from the rock's appearance, the tunnel should be located deep underground. More ominously, the heroes note there are sticks of dynamite wired around the Gate.

Keeper note: the sticks of dynamite are connected to a detonator, which can be activated by switches in the guards' pockets. The Gate is wired to explode on Abelard's orders, just in case anything tries to enter from the other side.

This gateway to another world takes those entering it to a small cave beneath the surface of the Moon. Like other mi-go Gates of this type, it alters the bodies of those who travel through it, so they can survive the inhospitable destination. FOC learned of this Gate's physiological tampering from Subject X and sent a dog through the Gate to observe what would happen. The dog, plus the two men who were sent in

The FOC team sent into the mi-go base beneath Broken Hill was able to salvage some of their technology before the complex was buried by an earthquake. I'm pleased to say that we now possess hundreds of cylinders, each of which—hard though it is to say—contains a living human brain. We also have the apparatus needed to interact with these brains. We've been working around the clock to interrogate them, discovering that all were, at some point, abducted by the mi-go over the course of many years. One brain, called "Subject X," claims to be a 17th century British astronomer. Unlike the others, Subject X seemed very eager to speak to us and had a very disturbing tale to tell.

Subject X claimed to have knowledge of a threat to the entire world. According to him, the mi-go came from a different dimension rather than from outer space. He warned that the aliens have been using the Moon for years to store a rare ore taken from the Earth and that they plan to create some kind of portal—a "gate" as he called it—that will fuse our existence with theirs and integrate their reality with our own. Apparently, our dimension is unpalatable to the aliens, and this merging will not only make the Earth a friendlier place for them, it will also completely eradicate the human race!

This gate is being constructed on the far side of the Moon, in an ancient city no one ever dreamed existed. We know this all to be true because we've already been there. One of the last items we brought out of the aliens' complex was a smaller, yet working, gate. We need you to go through it and stop the mi-go plan.

after it, made it back apparently unharmed. To the best of Matherson's knowledge, the Gate is safe for humans to use.

Matherson turns to study the heroes for a moment before saying, "*Mr. Abelard wants you to retire to your rooms for a couple*

of hours to consider the ramifications of our request." The heroes are then escorted to their previous guest rooms (assuming they've been here before), and, true to Matherson's word, they have two hours before being summoned back to the boardroom.

WHERE'S MY SPACE SUIT?

As described, mi-go Gates involve otherworldly science that adapts the traveler to the destination's environment—in this case, the vacuum of space on the Moon. This magic-like science might be a step too far for some tastes; thus, if the Keeper wishes, FOC instead supplies the heroes with primitive space suits—either for purely psychological reasons or because they haven't been able to get the Gate's adaptive technology to work on humans.

The suits are adapted from diving suits, although Abelard has spared no expense in their creation. They are far ahead of their time, and come with a built-in heater and a battery (in a sealed compartment to prevent the battery acid from boiling in the vacuum of space). The suits are rubberized and provide 2-point armor. If penetrated by an impaling weapon, the suit depressurizes and requires immediate repair—either by mending punctures with a repair kit (fitted within a pocket of the suit) or by tying a tourniquet around a ripped arm or leg. A character has 1D3+1 rounds to repair a puncture in their suit (plugging the hole with a finger might grant a couple more rounds) or use a tourniquet; otherwise, they die while on the Moon. In a calm situation, the repair can be made without need for a skill roll; if under duress, repair requires a successful **DEX**, **Mechanical Repair**, or **Sleight of Hand** roll—the difficulty may be raised to Hard depending on the circumstances.

The helmet's face plate grants a narrow 45-degree field of vision; a mesh grid covers the glass to prevent accidental damage. Vision can become impaired if the wearer begins to perspire due to heavy exertion, as the glass tends to mist up. The helmet provides 3-point armor, but it can be breached with an impaling weapon if deliberately targeted, e.g., aiming a firearm at the head (**Aiming**, *Call of Cthulhu: Keeper Rulebook*, page 113; alternatively, the Keeper could use the **Optional Hit Location** table on page 127 of the *Call of Cthulhu: Keeper Rulebook* for firearms and other weapons instead). An air tank, carried on the wearer's back, provides up to ten-hours of air

supply—six hours or less if continuous strenuous activity is undertaken. Each suit is equipped with 10 feet (3 m) of silk rope, a puncture repair kit, and a small tool kit.

If space suits are used, four additional (full) air tanks have previously been brought to Riley and Lang's "store cave," along with the other firearms and equipment.

Keeper note: the addition of space suits complicates matters on the Moon, making it even more likely the heroes will die, as a single successful attack could puncture a suit and spell their doom. Having said that, if the Gate is working and the suits are there purely to reassure the heroes, surviving when a suit is compromised may be just as terrifying a revelation if they are unaware of the Gate's physiological effects (**Sanity** roll, 1/1D4 loss)! If using this option, see also **Orientation** (page 254) for an earlier opportunity to realize the suit isn't necessarily there for the reasons the heroes think.



A TIME TO FEAR

So, what will the heroes decide? With the apparent future of humanity at stake, they may still have reservations about going through the alien Gate. The Keeper should give the heroes some time to discuss what they want to do before they return to the boardroom.

THE PLAN

Back in the boardroom, there is no sign of Prof. Drake, but there are two new people at the table: a grizzled, middle-aged man with close-cropped hair, introduced by Abelard as Devon Riley, and a fresh-faced younger man in his mid-20s, introduced as Colin Lang. Abelard explains that they were the first men sent through the Gate and have now spent some hours on the Moon scouting out the situation. Both are expert marksmen, military veterans, and loyal FOC employees who will look out for the heroes while they sabotage the mi-go plan. *"Taking these men with you could mean the difference between the success of the mission and your safe return,"* Abelard bluntly informs them.

It's crunch-time. If the heroes say "yes," Abelard thanks them and tells them his plan. A bomb has been synthesized from pasquallium, which his scientists discovered undergoes rapid chemical changes when exposed to detonation, followed by an explosive reaction. He wants the bomb placed deep inside the mi-go's installation on the Moon. Ideally, the bomb should be positioned on the portal-machine that will "warp the dimensions." Abelard believes the explosion should obliterate the device and give Humanity a reprieve. The bomb is fitted with a timer, giving the heroes 20 minutes to leave the installation and get as far away as possible before it ignites.

If the heroes decided they don't want to take the risk, Abelard's face turns beetroot red, and he accuses them of being cowards and traitors. It takes diplomatic words from Pasqualle to calm the furious business tycoon. Pasqualle then coolly informs the heroes that refusing the mission removes all the many benefits FOC has granted them, including repairing their standing at Miskatonic University. Anything FOC previously covered up or smoothed over for the heroes can be used here to spell out the kind of trouble the heroes will face if they don't comply. It should quickly become apparent that they have little choice but to accept the mission.

Keeper note: while you would hope that the fate of Humanity would be enough to motivate the heroes into accepting the mission, such threats to their personal circumstances can be quite a useful incentive. If a hero still refuses to take on the mission, don't force them to do so—

LIKE A BAD PENNY

Whatever happened to the mi-go agent Lawrence Jarvis? Well, if he survived the Miskatonic University raid and wasn't encountered in the Round Hill complex during the events of Chapter 4 (**A Familiar Brain**, page 215), his brain should be one of those discovered by FOC.

What is he doing there? Lying in wait? Waiting to attack? Or has he already been questioned and taken the opportunity to feed his interviewers misinformation and lies? Even in his immobile state, Jarvis could cause all manner of trouble and mischief using his enhanced psychic abilities. Exactly what Jarvis does is left to the Keeper. He might act now, or he could be used in the future to exact a sudden and terrifying revenge upon the unsuspecting heroes. Jarvis' disembodied brain profile can be found on page 220 of the **Creatures and Monsters** section in Chapter 4.

let them face the consequences of their actions in a tailored epilogue once the main action is resolved, and provide the player with a replacement hero so they can witness all the terrors the Moon has to offer.

Q&A

With the plan outlined, the heroes have a chance to ask a few questions. Some possible questions and responses are as follows.

Why us? Why not just let Riley and Lang deal with it?

Matherson: *"Riley and Lang may be acclimatized to the Moon, but they lack your experience of the aliens and your own particular areas of expertise—all of which may be needed to outflank the mi-go and make the mission a success. They will watch your backs while you, the true experts, get on with the task in hand."*

Is the other Gate well-guarded? What will we find there?

Lang: *"We've seen movement around a large machine, but as far as we can tell, the aliens don't have any soldiers there. We didn't hang around, though."*

How far is it from the Moon Gate to the mi-go base?

Lang: *"It's two miles and took us half an hour to reach. But damn! It was a strange experience—nothing like moving about here on Earth! Don't worry, though—Riley and I will teach you how to maneuver up there."*

Riley: *"When you arrive on the Moon, there's a network of tunnels and caves. We scouted these out—seems the mi-go only use a portion of them; they seem to stick to the main tunnels leading to the surface, using these to transport the ore they bring from Earth to their base in the lunar city."*

What's the mi-go base like?

Lang: *"It's not like their base in Vermont. You see, there's this old city on the Moon. I don't think it was built by the mi-go, though—not from the look of it. The aliens are building their device inside this older city."*

What about weapons? How do we protect ourselves?

Riley: *"We have a room in the tunnels, away from the areas the mi-go use. We've already taken up some supplies and stored them there ready for the mission."*

Lang: *"We've also tested out our firearms up there, and they seem to function better than they do here. Should be no problems."*

You said our bodies get altered? Is it painful?

Lang: *"You get this funny feeling in your gut but nothing more. We only realized something had changed when we discovered we were on the Moon and could breathe and walk. When we got back, the doc checked us over and said everything was right as rain. Can't explain it—it just kind of happens."*

Keeper note: if you're taking the option outlined in **Where's My Space Suit?** (page 252), then this question is unlikely to arise.

Are there any side effects from using the gate?

Matherson: *"A little disorientation perhaps but nothing else."*

Lang: *"We've spent hours over there and we feel just fine."*

Keeper note: alternatively, you could use the option discussed in **Unnatural Changes** (page 265). Whether Dr. Matherson is clueless about the damage that using the Gate causes to the human body or is deliberately lying to the heroes is up to the Keeper.

What about communication?

Matherson: *"Sound doesn't carry up there. There's no air in your lungs, so there's no way to produce sound from your mouth."*

Riley: *"We got the idea of using little chalkboards to speak to each other. They work just fine."*

What if we fail the mission?

Abelard: *"Then we'll mourn your heroic deaths and send another team through. The mi-go must be stopped before they destroy us all."*

Other questions and answers can be given as the Keeper sees fit. Once they've asked their questions, the heroes are instructed to follow Riley, Lang, and Matherson back to the basement. On their way out of the room, Abelard heartily shakes each hero's hand, thanking them for their upcoming service to Humanity.

ORIENTATION

Back in the basement, Matherson asks the heroes if they're ready to have their first lunar experience. They are each given a small chalkboard on a lanyard, along with a pouch containing a few sticks of chalk. Riley and Lang, their own chalkboards and chalk in hand, step briskly through the Gate. Matherson gestures for the heroes to follow.

Keeper note: if you're using space suits (**Where's My Space Suit?** page 252), then various assistants help Riley, Lang, and the heroes into their protective outfits before they venture through the Gate. The space suits have generously been equipped with clips to secure the chalkboards and pouches.

Stepping through the Gate, each hero loses 5 magic points and 1 point of Sanity; there is a momentary darkness and a brief period of disorientation, and suddenly they find themselves in a tunnel with Lang and Riley. The tunnel leads uphill for about 8 feet (2.5 m). The Keeper should call for an **INT** roll: those who succeed realize their lungs are no longer functioning, since there is nothing to breathe, nor is their heart beating. The realization of this uncanny feeling provokes a **Sanity** roll (1/1D2 loss).

Keeper note: as already mentioned in **Where's My Space Suit?** (page 252), the space suits provided by FOC may just be there as psychological support, i.e., they're more for reassurance than to act as functional protective gear (although they may do that as well, just to be on the safe side). If Abelard or Matherson hasn't informed the heroes of the Gate's physiological effects, then this is the first opportunity the heroes have to realize that the suits are not necessarily what they seem to be, triggering the incumbent **Sanity** roll.

Keen eyed heroes notice movement on the other side of the Moon Gate. Back in the FOC basement, Matherson and three guards can be seen pushing a trolley through the Gate. Riley catches the trolley as it appears. Strapped to the trolley is a large steel drum with a box (the detonator) at one end. The drum is fully sealed; the device's timer is adjusted by knobs on the exterior. Lang turns to the heroes and writes on his chalkboard: **THE BOMB**. Riley picks the hero with the lowest STR to push the trolley so he can make a point—it

can be wheeled quite easily in the Moon's low gravity by even the weakest of them.

Riley signals the heroes to follow him, leading them through the short tunnel to a much larger one that, after a few gentle twists and turns, leads into the main tunnel Riley talked about back on Earth (**Q&A**, page 253). Strange footprints litter the floor here; anyone who has seen mi-go spoor before recognizes these for what they are. There are also what look like deeply embedded wheel marks of some kind.

Riley and Lang, having checked that the corridor is clear, lead the heroes along it to a roughly circular cave, around 50 feet in diameter and 20-feet high (15 m by 6m). There appear to be three exits from the cave: directly opposite the heroes is another large tunnel, while to its left and right are smaller exits. The deep wheel marks continue across this cave and out through the large tunnel.

Into the Right-Hand Tunnel

After a brief pause, Riley motions everyone to follow him again as he darts into the small right-hand exit. Lang positions himself at the group's rear. There are fewer marks on the ground in this tunnel—certainly no wheel marks. The hero pushing the bomb trolley notices that Lang hides the trolley's tracks by scuffing up the marks with his feet.

Their path branches at various intervals, but Riley seems to know where he's going, walking with confidence through the maze-like tunnel network. Eventually the group enters another circular cave, 40 feet (12 m) in diameter and 15-feet high (4.5 m). Two flood lamps, connected to portable electric batteries, light the area; a few crates stand around each lamp. Human footprints crisscross the uneven floor.

Riley pauses here while Lang writes something on his chalkboard. It reads: **WATCH THIS**. He squats and then proceeds to jump vertically, reaching a height of 12 feet (3.6 m). He descends slowly, lands easily on the floor, and gives the heroes a smile and a bow. Riley scowls and writes the word "**JACKASS**" on his board. The men put the chalkboards around their necks then spend the next half-hour orientating the heroes about movement on the Moon—see **The Moon: In Game Terms** (page 257) for details.

Once Riley and Lang are satisfied with the heroes' progress, they are led to one of the crates. The crate contains these items.

- Six .303 rifles
- Four .45 revolvers
- Two Thompson submachine guns
- Four flare pistols
- A case of 24 hand grenades
- Ample ammunition for all the guns



Equipment for the mission

The heroes are invited to take their pick from the selection of weapons inside the crate. Riley then opens another crate and removes sets of khaki-green combat belts, passing one to each of the heroes. Riley and Lang proceed to fill their belt pouches with ammunition, indicating the heroes

should do the same. After the heroes are kitted out, they each receive a powerful battery-powered flashlight. Finally, Riley removes two rolls of hemp rope from a crate, keeps one, and hands the other to Lang, who attaches it to a loop in his belt.

MOON FACTS

- The Moon is about 1/4 the size of the Earth, with a surface area of 14,658,000 square miles (37,964,050 km²).
- The moon is approximately 230,000 miles (370,150 km) from Earth.
- Only 59% of the Moon's surface is visible from Earth—the far side is never visible.
- A lunar day (or the time it takes from sunrise to sunrise) on the moon is approximately 708 hours long.
- Although the far side of the Moon is sometimes referred to as the “dark side,” this is erroneous. As the Moon is constantly rotating on its own axis, no area is in permanent darkness. Only on a Full Moon, when the Sun faces the Moon with the Earth in between, is the far side completely without sunlight.
- The Moon rotates at a speed of 10 miles-per-hour (16 kph), compared to the Earth's rotation speed of 1,000 miles-per-hour (1,609 kph).
- The Moon has no global magnetic field.
- Moon gravity is 1/6th that of Earth's.



The far side of the moon

LOOK BEHIND YOU (OPTIONAL)

Should the Keeper wish to add more action—this is a pulp scenario, after all—a pair of mi-go workers could arrive on the Moon by means of another Gate connected to the Moon. This optional encounter should keep the heroes on their toes, as well as reinforcing that danger can come from anywhere and at any time in this alien landscape.

The aliens appear in the main tunnel pushing a cart full of pasquallium ore just as the heroes are making their way from the equipment storage chamber to the Moon's surface. Unless someone was wise enough to specifically say they were keeping an eye out behind them, it requires a successful **Spot Hidden** roll to notice the mi-go. If the Fungi are spotted first, and everyone succeeds with a **Stealth** roll, the heroes have time to duck into a nearby side tunnel and the mi-go pass right by, unaware of the human interlopers.

If the heroes are spotted by the aliens, they must be dealt with quickly and efficiently, otherwise the mi-go immediately begin to fly toward their moon base to raise the alarm. The heroes have four rounds to stop the mi-go (two rounds as the Fungi fly toward them, and then two rounds as they fly overhead and away). Should either of the aliens get away, the heroes' element of surprise is lost. Kindly Keepers could have Riley and Lang aim for the mi-go's wings (if no one else thinks of doing so), thereby dropping them to the lunar surface and not allowing them to get away so quickly.

If one (or both) of the aliens manage to escape and warn their kin at the construction site, adjust the following encounters as necessary. In this case, a group of four mi-go come flying toward the heroes with the intention of capturing the intruders. A successful **Spot Hidden** roll detects their advance and gives the team time to hide under the rim of a crater; otherwise, they'll have to fight it out or be captured.

If captured, they and the bomb are taken to the construction site and held for interrogation. Fortunately for the heroes, the mi-go don't realize what the device is—yet. Hopefully, the team can affect an escape and finish the mission before the Fungi figure it out.

THE MOON: IN GAME TERMS

Walking

For short distances, the heroes can walk slowly in a normal manner. But, if they increase their speed, it becomes impossible to sustain an Earth-like walking motion due to the lack of gravity. The most efficient way to walk is either to lope—a strange, bouncing gait swapping from one foot to the other—or to “hop”—putting one foot slightly in front of the other, pushing off then landing on the backfoot, without separating the feet as you would in a normal stride.

Grip is a matter of friction, and low gravity means there is less friction on the lunar surface and, therefore, less grip. A hero trying to run normally would end up tumbling over onto their face, while attempting a quick stop means they skid uncontrollably. Those carrying less weight (SIZ 50 or less) also find starting and stopping harder than heavier individuals due to this lack of resistance and grip.

In game terms, for the most part, the heroes retain their normal movement rates; however, in dramatic situations, such as being surprised, failing a Stealth roll, and so on, the Keeper may ask for a **DEX** roll: failure means the hero has taken a tumble; it takes one round for them to get back on their feet and reorient themselves, during which they can take no other actions (at the Keeper's discretion).

Jumping

Gravity being $1/6^{\text{th}}$ that of Earth's, a successful **Jump** roll translates to a height of up to 16 feet (5 m) on the Moon—on Earth, an average jump height from standing would be 16–20 inches (40–50 cm). An unsuccessful Jump roll indicates a maximum height of 10 feet (3 m) is gained.

Horizontal jumps from a standing start on the Moon can cover a distance of up to 6 times the jumper's height. Attempts to run and jump horizontally must be coupled with a successful **DEX** roll to avoid stumbling; if successful, the jumper can cover a distance of up to 12 times their height, depending on the terrain.

Keeper note: average human height in the US in 1914 was 5 foot, 2 inches (158.5 cm). Thus, a standing horizontal jump on the Moon would be 31 feet, 2 inches (951 cm) high, while a running jump's distance would be 62 feet, 4 inches (1,902 cm).

Communication

On Earth, vibrations in the air transmit sound, but the Moon has negligible atmosphere, so sound waves have no way to spread. Communication must be made with sign language, body language, or written utilizing a chalkboard or similar equipment. At the Keeper's discretion, spells requiring vocal components do not work—though bear in mind that spells may have alternative gestural or mental components.

Keeper note: some groups of players may enjoy using chalk or white boards, or just pen and paper, to communicate in character during their time on the Moon. If so, the Keeper should endeavor to use the unusual silence around the gaming table to best effect in creating mood. If not, just assume that the heroes are communicating with one another using the chalk boards.

Weapons

Most conventional firearms of the 1920s and 1930s can be used effectively on the Moon. The majority of bullets contain their own oxidizer—essential for initiating the controlled explosion that propels the bullet out of the gun's muzzle—so they don't rely on the presence of oxygen to work. There are no changes to the rules for firearms—the difficulty of the shot is still determined by the weapon's on-Earth base range; while a bullet from a handgun would travel further, this doesn't affect the shooter's accuracy.

Explosives function on the Moon only if the firing mechanism is designed to work without the need for air. Thus, dynamite and pipe bombs won't work, but grenades, which have their own oxidizing materials built into the explosive, function effectively. Also, shrapnel is six times more effective; hence the injury from a grenade works out as 4D10 damage to those within 18 yards, 2D10 to those within 36 yards, and 1D10 to those within 54 yards. Heroes had better be ready to duck if they utilize grenades on the Moon.

A thrown weapon uses the Throw skill, although the distance a thrown object can travel on the Moon is far greater. In game terms, assume an average throw distance of approximately 2 miles (3.2 km) and keep damage values the same.



WALKING ON THE MOON

Once everyone is equipped and ready, Riley writes: FOLLOW ME. KEEP YOUR WITS ABOUT YOU. He then retraces his steps back to the first cave, near to the Moon Gate. Beckoning the heroes to follow, Riley heads into the cave's largest exit tunnel. The way out leads uphill for around 30 feet (9 m) to a circular entrance, beyond which lies the lunar surface and a seemingly endless ink-black sky dotted with distant stars. Pausing at the entrance, Riley takes a moment to compose himself and then gestures for the group to follow. The heroes now view something few humans in history will ever witness with their own eyes: the far side of the moon.

Currently, no sunlight illuminates the high northern latitudes. Stars are visible, though far too weak and distant to illuminate the lunar landscape. The landscape is a uniform, sterile white as far as the heroes' torchlight reaches. The surface is spotted with low hills and pockmarked by numerous impact craters. Lang points out tire tracks leading from their position out onto the lunar surface, while Riley writes: PREVIOUS ORE SHIPMENTS BY ALIENS.

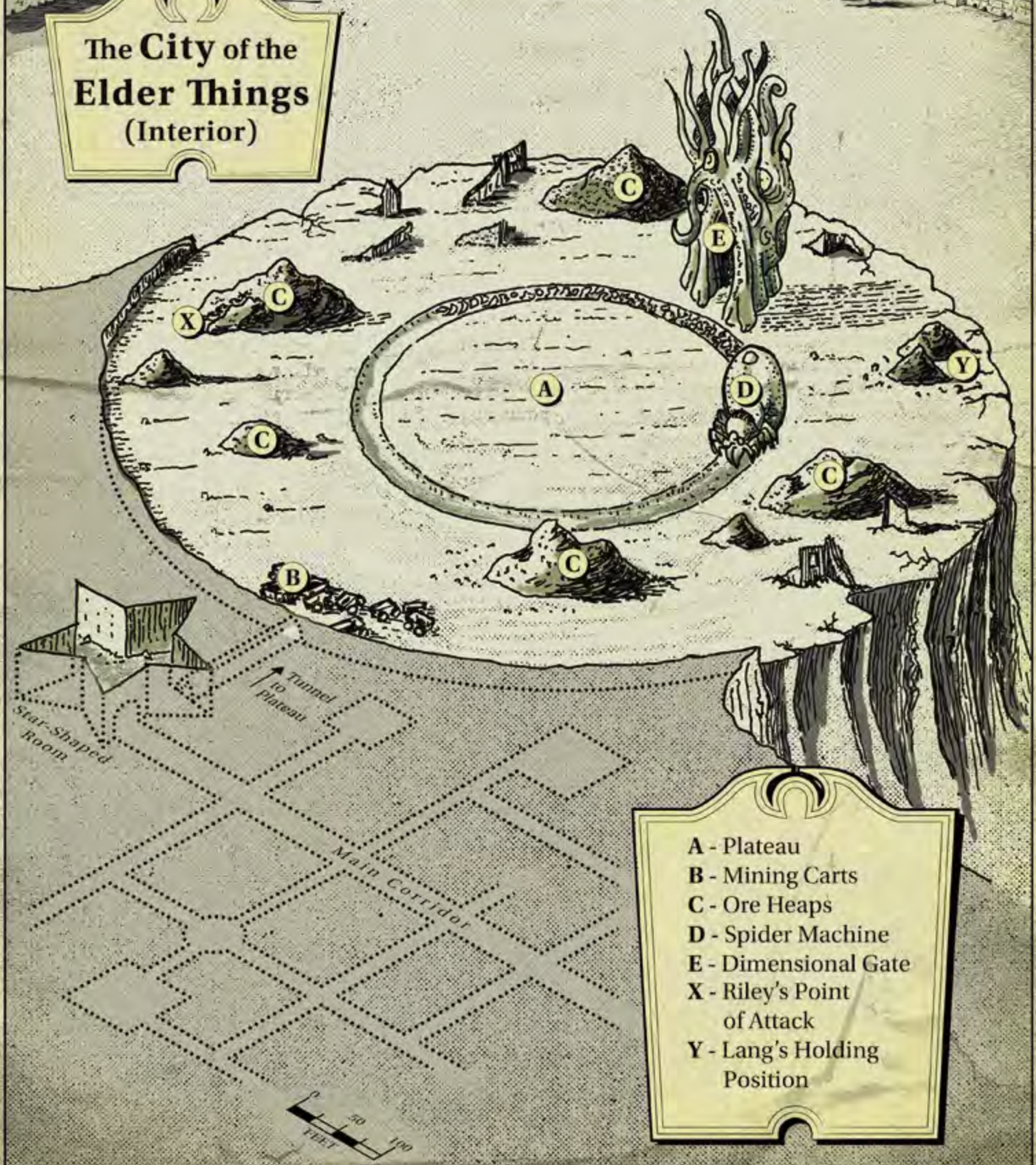
Following these tracks sees the heroes winding between the hills and impact craters. It takes the group around 20 minutes to reach their destination. Due to the dark environment, they come upon it almost without realization—one moment they are traveling through the landscape, while the next they are face-to-face with a massive, awe-inspiring artificial structure.

THE CITY ON THE MOON

Upon reaching the city, Riley and Lang pause and raise their flashlights; the beams illuminate a curved wall, 150 feet (46 m) high, composed of large blocks of stone. The wall curves left and right as far as the flashlight's beams can reach, and it is covered in groups of dots arranged in strange, geometric designs. Circular apertures of various sizes line the wall, each leading to a deep darkness beyond. Topping the wall are stone towers and ramparts; the tallest tower reaches some 400 feet (122 m) in height. Connected together by stone bridges, these towers vary from fragile-looking, fluted pipes, to spirals and jagged edifices covered in cubes and spheres. This stupendous sight calls for a **Sanity** roll (0/1D2 loss).

Keeper note: what the heroes don't know, and quite probably won't ever find out, is that this city was once an outpost of the elder things in eons past, abandoned by them and only later discovered by the mi-go. Clues to this prehistoric history may be revealed with a successful **Cthulhu Mythos** roll. Should anyone survive this grand excursion to the Moon and one

The City of the Elder Things (Interior)



- A - Plateau
- B - Mining Carts
- C - Ore Heaps
- D - Spider Machine
- E - Dimensional Gate
- X - Riley's Point of Attack
- Y - Lang's Holding Position

day make it to the Mountains of Madness in the Antarctic, the memories of this place are sure to spring to mind.

Directly ahead of where Riley and Lang pause, the mi-go wheel tracks lead into a circular tunnel. The military men wave the heroes forward into the tunnel entrance, before bringing up the rear. Inside, flashlights reveal more stone-worked designs decorating the tunnel walls. The tunnel continues straight ahead, passing other junctions as it leads deeper into the city.

Heroes wishing to pause to study the carved designs (or anything else) are hurried by Riley and Lang. **QUIT WASTING TIME**, Riley pointedly writes to them. The pair use chalkboards and emphatic gestures and facial expressions to impress upon their companions the need to focus on the mission at hand and that everyone has more important things to do than explore. While the FOC men won't resort to opening fire, if all else fails, they will brandish their guns as a means of intimidating the heroes into complying with their commands.

ON TO THE PLATEAU

Continuing along the main tunnel, the team arrives in a ceiling-less, star-shaped room, paved with tiles. The area feels strangely similar to the bottom of a well; its wall terminates some 50 feet (15 m) above the heroes' heads, while random arches pierce its facade. Another archway, off to one side, provides the way out. This new tunnel leads on for approximately 100 feet (30 m) until it opens onto a large, circular plateau ("A" on the map; page 259). A dozen old and dented mining carts stand at the tunnel mouth (B), each bearing thick, rubber-coated wheels. Small lumps of metallic-looking, green-black ore litter the ground around the carts; more can be found inside them. Those who've previously seen it immediately recognize this ore as the one containing pasquallium. If no one has encountered the ore before, Riley and Lang quickly identify it via their chalkboards.

The heroes' attention doesn't remain focused on the carts for long as Riley indicates for everyone to crouch down behind them. Once concealed, he points to what lies ahead—a far more interesting and jaw-dropping sight: a plateau, roughly 500 feet (152 m) in diameter. Once part of the sprawling ancient city, it has been cleared of structures—their remnants somewhat visible in the piles of debris lying around the plateau's outer edge. Mounds of pasquallium ore are piled in and around this wreckage.

The whole scene is illuminated by the sinister shape of a gigantic spider-like machine (D). The 40-foot (12 m) tall, ten-legged mechanical monstrosity is formed from reddish metal plates, and the machine's "abdomen" glows from

within; transparent circular plates issue a fiery yellow glow that lights up the spider-thing's surroundings.

Currently positioned to the northeast of where the heroes hide, the spider-machine moves along a circular trench cut by its painfully slow sideways progress between the ore heaps (C) ringing the plateau and the towering structure to the north—the incomplete Dimensional Gate (E), clearly visible against the pitch-black sky. It resembles some half-organic, snake-like structure standing over 200 feet (61 m) tall. Even from a distance, the Gate's design is obviously incredibly intricate, its surface covered in twisting tubes and strange symbols, which make one queasy just by focusing on them. Looking at the non-Euclidean geometry of the thing calls for a **Sanity** roll (0/1D3 loss).

As the heroes watch, the spider-machine pauses as the base of its circular head issues a stream of molten pasquallium, adding to the Gate's infrastructure. Suddenly, from behind the mounds of ore, four oozing and iridescent forms appear. The bubbling horrors roll forward like giant, repulsive sea slugs covered in a multitude of glowing eyes, their skin changing color like that of a squid or octopus.

Keeper note: those succeeding with a **Cthulhu Mythos** roll think they recognize these monsters as the dread shoggoths of elder times, as mentioned in the *Necronomicon* and other forbidden tomes. Should any of the heroes have encountered a shoggoth previously, they note that these creatures appear somewhat different or changed.

Words cannot prepare the mind to see such foul and horrific beasts (**Sanity** roll; 1D6/1D20 loss). Those suffering a bout of madness need to be contained/restrained quickly by their comrades to prevent them causing a commotion that might attract one or more of the shoggoths' attention. Quick thinking and possibly an appropriate skill roll (such as **STR**, **DEX**, or **Luck**) can save the day and ensure an inquisitive shoggoth doesn't arrive to make the situation a whole lot worse.

Keeper note: the mi-go discovered these four shoggoths, left inert and abandoned long ages past by the elder things, and experimented upon them. They are now used as brute labor in the construction of the Fungi's Dimensional Gate. Each shoggoth has been implanted with a mi-go brain, which acts to control the beast—a hybrid mi-go-shoggoth. Their constantly changing, oozing mass now pulses with the flashing luminous colors used by the mi-go to communicate. These monster's profile can be found on page 268 of the **Creatures and Monsters** section at the end of this chapter.

Visibly unnerved, Lang turns to the heroes and shakily writes on his chalkboard: **WHAT THE HELL ARE**

THOSE? The more stalwart Riley taps him on the shoulder and shows Lang and the heroes his chalkboard: WE NEED A PLAN.

Providing the heroes maintain their cover, as they watch, two of the mi-go-shoggoths approach the spider-machine, laden with ore. They then clamber atop it and raise a circular hatch, through which they drop their loads. Meanwhile, the remaining two mi-go-shoggoths head toward the cooling pasquallium, where they appear to “dance” over its surface. It is only when they pull away that the heroes can see the creatures have carved arcane symbols into the metal’s surface.

As soon as this procedure is complete, the heroes notice a pair of mi-go fly down onto the plateau. The Fungi appear to be inspecting the work. As they flit about, their heads rapidly change color in tune with those emitted by the mi-go-shoggoths—those familiar with mi-go communication methods judge that some form of conversation is taking place. The process of construction then begins again: each time it repeats, more ore is carried to the spider-machine, melted down, and poured and etched to form another inch of the Dimensional Gate. The process is incredibly slow—it has taken the mi-go thousands of years to reach this stage—but any observer can see that, someday soon, the machine and the mi-go-shoggoths will have finished their task.

ADVERSARIES

Apart from the four mi-go-shoggoths and the two mi-go at the construction site, things have been left purposefully flexible for the Keeper. There are undoubtedly more mi-go in the ancient city, all of whom could be called if an alarm is raised. Pairs of mi-go arriving at the Moon Gate with fresh consignments of pasquallium ore can also be factored in, if the Keeper desires.

Even though this is a pulp scenario, it’s best to avoid flooding the construction site with mi-go. The heroes already have a difficult enough task to complete, and just one of the mi-go-shoggoths can dish out some serious damage if tackled head on. If the players come up with good tactics, allow them the opportunity to use cunning and guile to achieve success without unnecessary distractions, such as a running battle against the Fungi. However, once the bomb is planted, feel free to have the heroes pursued back to the Moon Gate with as many mi-go as you desire! Of course, once the bomb explodes it takes out most of the opposition, perhaps leaving only a handful of mi-go and a mi-go-shoggoth to chase the heroes. Such a race to the finish line would be a grand way close out their lunar adventure (see **Moon Chase**, page 264, for details on running such a chase sequence).



Mi-go-shoggoth

HIT AND RUN

It's time for the heroes to act, although—hopefully—they'll attempt to concoct some sort of plan first. Should none of the heroes think of, or agree on, a plan, Riley offers: A **DIVERSION? GET THEM AWAY FROM THE MACHINE**. He rubs this off his chalkboard, then writes: **CAUSE AN EXPLOSION. ATTRACT THEIR ATTENTION**. Naturally, the heroes are free to come up with their own course of action, but a diversion could work wonders. Likewise, if the players opt to take an **Idea** roll to figure things out, Riley offers the diversion idea; although, if the Idea roll is failed, then the Keeper should be ready to throw in some complications, like a mi-go or mi-go-shoggoth noticing the heroes.

The following description of events has Riley and Lang taking charge, but this is for narrative purposes only. Ideally, it should be the heroes coming up with a plan and getting the NPCs to follow it, although Riley and Lang may be used to push the heroes along as necessary; they are also in the perfect spot to provide rapid replacement heroes, should anyone become a snack for a mi-go-shoggoth.

Keeper note: bear in mind that this scene does not necessarily have to result in combat—it's designed to also allow for a non-combat solution. If your group favors combat, then the tools are in your hands to develop this scene as you see fit. The mi-go-shoggoths are a significant threat; one which may be more than your heroes can handle. Removing the mi-go-shoggoths from the equation (having their attention taken up with the construction work) and bringing in more mi-go instead is an option for downscaling the lethality of the encounter, if you so desire.

If a diversion is decided upon, there is a pile of ore some 200 feet (60 m) away to the west of the heroes' position (X). The advantage to this pile over the nearer one is that it's further away from the machine and, possibly more importantly, everyone's escape route. Riley suggests half the heroes accompany him toward the chosen pile. First checking to make sure that those with him are all carrying grenades, Riley turns to Lang and raises five fingers on one hand. Crouching down, the "diversion team" then lopes toward the pile of pasquallium ore, leaving Lang and the other heroes waiting with the bomb.

Lang's Group

After five minutes have passed, Lang informs the remaining heroes that it's time to plant the bomb. He and the heroes must use the piles of ore and city wreckage as cover as they lope toward the Gate's central section. The Keeper should call for a **Stealth** roll: if failed, a successful **DEX** roll is required

to ensure the hero doesn't go tumbling off into a mi-go-shoggoth's or a mi-go's line of sight. On the way over to Lang's chosen position (Y), a 10-foot (3 m) high wall of broken masonry blocks the way and must be jumped or gone around (a successful **Jump** roll or additional time to maneuver around the obstruction). Note that this wall may cause problems on the return trip if the group is being pursued.

Riley's Group

Once Riley's group reaches the pasquallium, he directs the heroes to place at least three grenades into the base of the gigantic mound—the more the merrier. Hopefully, someone (perhaps Riley) keeps a lookout for mi-go visitors and warns everyone to hide in nearby rubble when one of them comes flying overhead. If no lookout is posted, call for a **Spot Hidden** roll to see if anyone notices an incoming mi-go; if failed, or to ramp up the tension, the Keeper can then choose to call for either a **Stealth** or **Luck** roll to determine if something (or someone) catches the mi-go's attention.

Once Riley's group have planted the grenades, they need to find somewhere to hide. Nearby rubble should do the trick and, once there, Riley indicates that one of the heroes should throw an activated grenade toward the ore pile. A successful **Throw** roll lands the grenade exactly at the correct spot to set off a chain reaction. The grenades detonate, and the ore explodes in a spectacular, yet silent, blast. Should the Throw roll be failed, quick-thinking heroes could always throw another grenade or take a carefully aimed gunshot to set off the grenades—providing they keep their nerve (**POW** roll) as the mi-go-shoggoths advance toward the site of the explosion.

Any grenade denotation brings two mi-go-shoggoths to investigate the disturbance; the other two monsters remain near the spider-machine. The heroes have time to lope back to the tunnel entrance as the mi-go-shoggoths head toward the blast site. Ask the players what each of their heroes is doing—sneaking, running, jumping? Call for an appropriate skill roll to get back to cover and relative safety (e.g., **Stealth**, **DEX**, or **Jump**). A failure means the hero has been noticed by one of the mi-go-shoggoths and is pursued.

Lang's Group (II)

While Riley's team is up to mischief, Lang and the other heroes have been waiting beyond the spider-machine. As soon as the vibrations from the ore explosion are felt, the heroes should get to work. As two alerted mi-go-shoggoths remain, the Keeper should ask everyone to make a **Stealth** roll as they creep toward the giant Gate. A successful **Science (Physics)**, **Demolitions**, **Hard INT**, or a specialty skill, like **Art/Craft (Architecture)**, identifies the ideal spot in the Gate's construction to place the bomb. Once the bomb

is in position, and assuming the mi-go-shoggoths or mi-go haven't noticed the heroes, they can make good their escape. If all goes wrong, Lang or a brave hero might choose to cause a diversion, buying time for the bomb to be placed and for the others to get away.

THE ESCAPE

From the point the timer is set, the bomb goes off in 30 rounds—or at a dramatically appropriate moment (Keeper's discretion as befits their players' decisions). Hopefully, unless the heroes get involved in a standing battle with the Gate's construction crew, they should be a good distance away from the city when it explodes—if they follow their original route back to the Moon Gate.

If, instead, anyone runs into the city to escape pursuit, they are as good as dead. The surviving sections of the city are a veritable maze, and heroes on the run quickly find themselves lost. Whether they somehow manage to find their way out (**Luck** or **Hard Navigate** roll), are captured by mi-go, or eaten by forgotten things long buried and now free is left to the Keeper to decide. A kindly Keeper could have a wayward hero discover some tunnel beneath the Moon's surface (protecting them from the blast) or, more creatively, an ancient elder thing Gate hidden in some dark corner

of the city, allowing the hero to escape death only to find themselves somewhere or sometime "other"—potentially this could kick start a future mission and scenario of the Keeper's design. Regardless, anyone still inside the city when the bomb detonates is blown to pieces as a chain reaction causes the entirety of the ancient citadel to come crashing down around their ears.

Those who escape the city before its collapse may still be in grave danger even if they're not being pursued by mi-go-shoggoths. Cruel Keepers may wish to call for a **Luck** roll to see if anyone fleeing back to the Moon Gate is hit by flying debris for 1D8 damage, with a last-ditch **Dodge** or **Jump** roll to save the day; a fumbled Luck roll means the hero has been hit by a huge chunk of masonry, inflicting 4D6 damage.

Presuming the heroes escape to a safe distance before the explosion takes place, they feel a mighty ground-shaking vibration, followed by a shock wave and a huge glow that lights up the Moon's far side: a white globe of energy briefly visible before collapsing back into nothingness.

The heroes have completed their mission and should head back to the Gate as quickly as possible. Whether the journey back is brief and uneventful, or they are chased to the very end by a pair of mi-go and a blast-damaged mi-go-shoggoth, this is best determined by the Keeper.



Escaping the Elder Thing City

Keeper note: while such a dramatic chase could be a fitting end to the heroes' exploits on the Moon, if you feel the heroes have earned an easy walk back to the Moon Gate because of what's already happened in the elder thing city, then so be it.

MOON CHASE

Use the following references in running a climatic chase scene. Assume the chase takes the heroes from their place of safety at the time of the bomb blast, across the lunar surface, and back through the tunnels to the Moon Gate. Refer also to **Monsters in a Chase**, page 144, *Call of Cthulhu: Keeper Rulebook* for more information. Full profiles for each monster can be found in the **Creatures and Monsters** section at the end of this chapter.

Bomb-blasted mi-go-shoggoth

- CON 200
- DEX 50
- MOV 10 (rolling)
- HP 23 (reduced by blast)
- Build 8
- Fighting 70% (35/14), damage 7D6
- Dodge 20% (10/4)
- **Skills:** Climb 70%, Spot Hidden 65%, Track 20%.

Mi-go

- CON 50
- DEX 70
- MOV 7/13 flying
- HP 10
- Build 0
- Fighting 45% (22/9), damage 1D6
- Dodge 35% (17/7)
- **Skills:** Climb* 30%, Jump* 40%, Spot Hidden 40%, Track 40%.

**If flying, mi-go do not need to make Jump or Climb rolls.*

Possible Hazards and Barriers

- Large crater (**Climb** or **Jump** down into the crater, then repeat to get out),
- Sea of dust (**DEX** or **Jump** to maneuver out of the dust, or **STR** to wade through it),
- Wreckage from the bomb blast (**Jump** to get over, or take longer to go around),

CONCLUSION

Those making it to the Moon Gate may pass through into FOC's basement back on Earth for a cost of 5 magic points and 1 point of Sanity, as before. Hopefully, if they're being chased, the heroes shout to the waiting FOC guards to blow the Gate to stop any pursuing creatures coming through behind them; otherwise, FOC's basement may once again be the scene of carnage unless the heroes make one more valiant stand against the forces of the Mythos.

Keeper note: this is an ideal way for you to close off the Moon at the end of this campaign and tie-up any potential loose ends if you'd rather Michael Abelard and/or the heroes didn't have ongoing access to other worlds. There's also no need for the creatures to actually make it through the Gate if you'd rather avoid another fight scene—the explosives detonate and successfully seal the portal before anything larger than a pseudopod makes it through.

Provided the heroes aren't chased back through the Gate, closing it may be the last thing on their minds after they reappear on Earth, especially as they are whisked away by Matherson and her team for a thorough debriefing the moment they return—after receiving any urgent medical care they may require, of course.

Once debriefed, those who are able are invited to a celebration in the boardroom—one that will hopefully be less eventful than the last party the heroes attended here; although, depending on who was lost on the mission, or the medical status of any severely injured survivors, the gathering may feel more like a wake. Only a cruel Keeper would permit something unpleasant to suddenly appear to put an end to the celebrations—if the heroes didn't insist that the Gate was sealed immediately behind them when they got back.

As long as nothing appears to spoil the party, Abelard congratulates the heroes on a job well done, while raising a glass to all those lost along the way. Tomorrow, he tells them, he'll begin expediting their return to civilian life (**Going Home**, page 240), but, until then, he encourages them to stay up and chat for as long as they feel the need.

And that's it—the heroes have succeeded! With the Dimensional Gate destroyed, the Fungi's plan for harvesting our world is over (for now), and the heroes have saved the universe. The Earth is safe, for a little while longer, at least.

MOON EPILOGUE

With their visit to the Moon complete, it's time for the heroes to return to their former lives—if that's even possible after everything they've seen and experienced over the last

few months. While most of the potential fallout from the campaign is discussed in the main **Epilogue** in **Chapter 5** (page 239), there are one or two additional outcomes the Keeper may wish to consider as a lasting reminder of the heroes' trip to the elder thing city.

To Close or Not to Close?

It's possible that the Gate has already been permanently sealed by quick-thinking heroes to prevent any unwanted alien incursions from the Moon, particularly if they were being pursued as they returned to Earth. But, unless the heroes insist, Abelard and Matherson keep the Gate open (or reopen it, if it was merely closed rather than destroyed) in hopes of organizing further exploratory missions to the Moon—providing the opportunity for future adventures on the lunar surface (and below it).

But, what if the Gate's controls are tampered with by an infiltrating enemy agent or by Jarvis (if present), or what if they were somehow damaged when the heroes made their mad dash for safety? Then, potentially, the universe is the Keeper's oyster, and the heroes can be sent wherever they fancy!

Unnatural Changes

Unless the Keeper has decided otherwise (**Where's My Space Suit?** page 252), all humans who venture through the Moon Gate are changed—adapted for survival on the Moon. While this seemingly magical effect (in reality, science beyond human understanding) appears to have no immediate

or short-term side effects, it is inherently of the Mythos and anathema to humanity. At the Keeper's discretion, those who journeyed to the Moon begin to mutate at some dramatically suitable moment after they return home. The Keeper could call for a **Luck** or **POW** roll to determine if the changes revert, leaving the investigator as they formerly were and unaffected; if failed, the changes mutate and present an ongoing problem until resolved. Thus, the changes that allowed the investigators to "breathe" on the Moon could begin to break down, turning them into walking nightmares. The process is probably slow, but the end result is horrific.

The nature of the change should be determined by the Keeper. Such metamorphosis might provide the plot and drive for a future scenario where the investigators race against time to stop or reverse the condition (perhaps having to again use mi-go Gates to enable some form of cure). Alternatively, for some, the change is so significant that they become the monsters to be faced by a new party of steadfast heroes.

Some ideas for possible changes/mutations are as follows:

- Twisted flesh or a new growth (like a third eye or an extra limb).
- Strange new ability (perhaps a new Pulp Talent, but one with a drawback, such as the need to drink human blood).
- Slow corruption into something less than human.
- Devolution into a pre-human creature.
- Skin sheds and must be replaced with flesh from another person.
- Gains ability to understand the communication of the mi-go or some other monster.



Lunar landscape

REWARDS

Reward any surviving heroes with a development phase and a much-needed rest. In addition, apply the following Sanity gains or losses:

- Destroying the Dimensional Gate on the Moon, saving not only the Earth but the entire universe: +2D10 Sanity points.
- Abandoning one or more colleagues to a grisly fate at the pseudopods of a mi-go-shoggoth: -1D6 Sanity points.
- Leading the Fungi and their repulsive creations back to Earth: -1D8 Sanity points.
- Killing a Mythos creature: mi-go +1D6 Sanity points (6 maximum); mi-go-shoggoth +1D20 Sanity points (20 maximum).

And as for you, dear Keeper, reward yourself with a nice, relaxing beverage—a lovely cup of tea, perhaps? You’ve certainly earned it!

CHARACTERS AND MONSTERS

Riley and Lang have Luck scores and pulp talents for use in a *Pulp Cthulhu* game—if you’re running a classic campaign, use the “Classic Adjustments” provided.

NON-PLAYER CHARACTERS

Devon Riley, age 39, battle-scarred veteran

STR 85 **CON** 75 **SIZ** 75 **DEX** 75 **INT** 80
APP 40 **POW** 70 **EDU** 60 **SAN** 69 **HP** 30
DB: +1D4 **Build:** 1 **Move:** 8 **MP:** 14 **Luck:** 70

Pulp Combat

Brawl	65% (32/13), damage 1D3+1D4, or cosh 1D8+1D4
.45 revolver	60% (30/12), damage 1D10+2
.303 Lee-Enfield rifle	65% (32/13), damage 2D6+4
Hand grenade	65% (32/13), damage 4D10/2D10/1D10 (3/6/9 yards)
Dodge	70% (35/14)

Pulp Talents

- **Heavy Hitter:** may spend 10 Luck points to add an additional damage die when dealing out damage in melee combat (die type depends on the weapon being used).
- **Tough Guy:** may spend 10 Luck to shrug off up to 5 hit points of damage taken in one combat round.

Classic Adjustments

- No Pulp Talents.
- No Luck.
- HP: 15

Classic Combat

Brawl	50% (25/10), damage 1D3+1D4, or cosh 1D8+1D4
.45 revolver	60% (30/12), damage 1D10+2
.303 Lee-Enfield rifle	55% (27/11), damage 2D6+4
Hand grenade	60% (30/12), damage 4D10/2D10/1D10 (3/6/9 yards)
Dodge	45% (22/9)

Skills

Climb 85%, Credit Rating 55%, Electrical Repair 20%, First Aid 70%, Intimidate 80%, Jump 75%, Listen 35%, Mechanical Repair 50%, Medicine 30%, Navigate 60%, Psychology 60%, Sleight of Hand 60%, Spot Hidden 65%, Stealth 55%, Survival (All) 45%, Swim 70%, Throw 65%.

Colin Lang, age 25, reckless adventurer

STR 80 **CON** 80 **SIZ** 60 **DEX** 70 **INT** 50
APP 65 **POW** 60 **EDU** 65 **SAN** 60 **HP** 28
DB: +1D4 **Build:** 1 **Move:** 9 **MP:** 12 **Luck:** 60

Pulp Combat

Brawl	70% (35/14), damage 1D3+1D4, or cosh 1D8+1D4
.45 revolver	45% (22/9), damage 1D10+2
Thompson SMG	55% (27/11), damage 1D10+2
Hand grenade	55% (27/11), damage 4D10/2D10/1D10 (3/6/9 yards)
Dodge	40% (20/8)

Pulp Talents

- **Quick Draw:** does not need to have their firearm “readied” to gain +50 DEX when determining position in the DEX order for combat.
- **Rapid Fire:** ignores penalty die for multiple handgun shots.

Classic Adjustments

- No Pulp Talents.
- No Luck.
- HP: 14

Classic Combat

Brawl	60% (30/12), damage 1D3+1D4, or cosh 1D8+1D4
.45 Revolver	40% (20/8), damage 1D10+2
Thompson SMG	40% (20/8), damage 1D10+2
Hand Grenade	40% (20/8), damage 4D10/2D10/1D10 (3/6/9 yards)
Dodge	40% (20/8)

Skills

Charm 50%, Climb 55%, Credit Rating 50%, Electrical Repair 10%, Fast Talk 60%, First Aid 40%, Jump 65%, Listen 40%, Mechanical Repair 40%, Navigate 50%, Psychology 30%, Sleight of Hand 50%, Spot Hidden 45%, Stealth 60%, Survival (Wilderness) 45%, Swim 40%, Track 50%, Throw 60%.

CREATURES AND MONSTERS

Mi-Go, standard form

Use the following for a typical mi-go encountered on the Moon. The Keeper may substitute different types of mi-go, if desired—if so, refer to **Adapted Variations** (page 22) in the **Campaign Background**.

STR 60	CON 50	SIZ 50	DEX 70	INT 65
APP —	POW 65	EDU —	SAN —	HP 10
DB: 0	Build: 0	Move: 7*	MP: 13	

*13 flying.

Standard Mi-Go



Special Powers

Hypnosis, basic telepathy, void light (**Common Abilities**, page 23).

Combat

Attacks per round: 2 (claws) or 1 (seize or weapon)

May attack in hand-to-hand combat with its two crab-like claws or utilize a weapon.

Seize (mnvr): attempts to seize a target (of equal Build or smaller) and then fly into the sky to drop the victim from a height (1D6 damage per 10 feet/3 m) or carry them away.

Fighting	45% (22/9), damage 1D6
Seize (mnvr)	45% (22/9), see above
Electric gun	35% (32/13), damage 1D10 + special (Electric Gun , page 30)
Dodge	35% (17/7)

Armor: none; however, their resonating extra-terrene body causes all impaling weapons (bullets included) to deal minimum damage.

Spells: each has a 25% chance of knowing 1D3 spells of the Keeper's choosing.

Sanity Loss: 0/1D6 Sanity points to encounter a mi-go.

Mi-Go-Shoggoth, *brain of a mi-go, body of a shoggoth*

Described as “plastic columns of fetid black iridescence,” shoggoths are shapeless sacks of protoplasm, roughly 15 feet (4.5 m) in diameter, able to form limbs, eyes, and other appendages at will, imitate other life forms, and perform great feats of strength.

Originally engineered by the elder things as a slave race, the creatures later revolted against their makers. The four shoggoths encountered in this scenario were found in a state of hibernation on the Moon within the elder thing city. Never ones to resist the urge to tamper, the Fungi implanted mi-go brains into the shoggoths to make strange hybrids, with the mi-go brain governing the body.

One peculiar side effect of the hybridization is that occasionally the mi-go brain rises up above the body mass on a column of fine, interwoven tentacles as if the brain were looking down upon and operating the body like a driver of a construction machine. Another feature that marks out a mi-go-shoggoth from its unaltered brethren is its use of changing color as a form of communication.

STR 300 **CON** 200 **SIZ** 400 **DEX** 50 (15) **INT** 65 (35)
APP — **POW** 65 (50) **EDU** — **SAN** — **HP** 60
DB: 7D6 **Build:** 8 **Move:** 10 **MP:** 13

**Numbers in parentheses show a Shoggoth's characteristic (i.e., if mi-go brain is destroyed).*

Combat

Attacks per round: 2 (swipe, bite, crush, engulf)

In combat, a mi-go-shoggoth covers an area 5 yards/meters square and is able to produce tentacles, claws, and any manner of appendages at will with which to swipe, bite, and crush opponents. Those unfortunate enough to be hit by a mi-go-shoggoth attack may also be engulfed.

Brain: during combat, there is a 30% chance the mi-go brain will lift itself up from the hybrid's main mass. If the pseudopod connected to the mi-go brain is severed or the brain is otherwise shot or destroyed (aimed shot*), the creature falls still while the shoggoth's consciousness regains control (taking 1D4+1 rounds). Once the shoggoth's “brain” is back in control, its rage turns the creature into an angry and chaotic rampaging beast that randomly attacks anything nearby (including heroes, mi-go, and other mi-go-shoggoths).

Aimed shot: if firearm, see **Aiming, page 113, Call of Cthulhu: Keeper Rulebook; if melee, apply penalty to hit.*



Engulf (mnvr): each person engulfed within the creature's bulk is attacked separately, and each must make a successful opposed STR roll or be sucked apart (suffering 4D6 damage**). If the creature attacks more than one target, it must divide its STR among all the targets. Those held within the creature's bulk can strike back only on rounds in which they make a successful STR roll. Once engulfed, for each round a victim is held within a mi-go-shoggoth, they suffer the creature's damage bonus in damage—rupturing, crushing, and being sucked into pieces; note that, if more than one person is being engulfed, the creature's damage bonus should be divided by the number of people engulfed (e.g., if 4 people are engulfed and the creature's DB is 8D6, then each victim would suffer 2D6 damage per round). A mi-go-shoggoth can engulf any number of enemies; however, the total SIZ of those engulfed may not exceed the creature's own SIZ.

***For a classic campaign, optionally reduce this to 2D6 damage.*

Fighting	70% (35/14), damage 7D6
Engulf (mnvr)	80% (40/16), see above
Dodge	8% (4/1)

Skills

Climb 70%, Spot Hidden 65%, Track 20%.

Spells: none.

Armor: none; halve damage caused by fire and electrical attacks; mundane weapons (incl. bullets) deal only 1 point of damage per hit; regenerates 2 hit points per round (death at zero hit points).

Sanity Loss: 1D6/1D20 Sanity points to encounter a mi-go-shoggoth.

Mi-Go-Shoggoths





SPELLS

Alter Weather

- **Cost:** 10+ magic points; 1 Sanity point
- **Casting time:** 3+ minutes

Moderates or exacerbates weather conditions. Large groups may cast the spell to achieve greater meteorological effects. The Keeper establishes the base conditions. Every 10 magic points sacrificed effects one level of change (see **Weather Components** table, nearby). The caster may expend as many magic points as they are able, as can any participant who knows the spell. Those ignorant of the spell may contribute a maximum of 1 magic point only.

Casting the spell costs each participant 1 Sanity point and requires a song-like chant to be uttered for three minutes per level of weather change. The effective radius of the base spell is 2 miles (3.2 km); this area can be widened at a cost of +10 magic points for each additional mile. The change in the weather lasts 30 minutes for every 10 magic points of the total contributed, but more violent weather, such as a tornado, lasts a much shorter time.

Five weather components can be changed to varying levels of effect. One level costs 10 magic points to change, thus to change the two levels from “partly cloudy” to “heavy clouds” takes 20 magic points. For snow to fall, the temperature must be 30 degrees F (–1 degree C) or lower; otherwise, the precipitation is rain, not snow.

WEATHER COMPONENTS

	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Cloud Cover	Clear	Foggy	Partly Cloudy	Cloudy	Heavy Clouds	—	—	—
Wind Direction	North	Northeast	East	Southeast	South	Southwest	West	Northwest
Wind Speed	Calm	Breezy	Gusty	Strong	Steady Gale	Hurricane	Tornado	—
Temperature	One level raises or lowers the temperature in the area of effect by 5 degrees F (3 degrees C).							
Precipitation	Dry	Drizzle or Mist	Rain [Snow]	Hail [Snow]	Heavy Rain [Heavy Snow]	Thunder -storm [Blizzard]	—	—

Augury

- **Cost:** 4 magic points; 1D2 Sanity points
- **Casting time:** 5+ minutes

Casting grants portents of the future—if the caster is enlightened enough to understand them. The tools for scrying vary and could be anything from using a scrying mirror to tarot cards, animal entrails to tealeaves, to the casting of runes or watching the flight patterns of birds. Timing can vary due to the tools and nature of the scrying.

The chance of understanding an augury is a roll equal to or less than the augur's POW. A portent may be vague, subtle, dreamlike, or in a cryptic verse—the future is not a book to be read but rather a message or impression upon the caster's mind. Successful use of the spell should provide at least one useful piece of information.

Keeper note: prepare your portents with care. Revealing too much can easily rob players of their sense of free will and can limit your freedom of action. Revealing too little, on the other hand, is pointless and frustrating. A well-balanced portent can add meaningful thrills and chills to the game when you stage future events which seem to correlate with the portent.

Blight/Bless Crop

- **Cost:** 6 magic points; 1D6 Sanity points
- **Casting time:** 1 hour

As the caster chooses, the spell causes one acre of vegetation to wither and die slowly as if parched, or to blossom and grow with vigor. The caster must plant a small animal's skeleton (such as a bird, cat, or dog) within the area of land to be blessed or blighted.

"Blooding" the caster (striking the face hard enough to draw blood) breaks the spell, allowing the crop to return to health if conditions are suitable (if winter is coming, there will not be enough time for the crop to mature).

Cause Disease

- **Cost:** 8+ magic points
- **Casting time:** 5 rounds

Afflicts the target with a feverish illness resembling cholera, malaria, pneumonia, etc. For the spell to take effect, an opposed POW roll must be made between the caster and target. If the target wins, there is no effect. If the caster wins, symptoms such as high fever, nausea, vomiting, dehydration, and loss of concentration follow.

The target loses 1D6 points of STR, CON, and DEX (roll separately for each) per day for the number of days equal to



the number of magic points the caster invested in the spell. If the target survives, they regain these points naturally over time. If any of the characteristics reach zero, the target dies.

To cast the spell, the attacker obtains some personal item of the target, preferably something that has touched the mouth. The object is buried in a deep hole with shreds of poisonous plants. The hole is filled, and a specially carved stone placed on top. A short chant follows, and the spell is cast.

Bed rest is the only treatment that seems to maintain clarity of mind. Only curative magic truly helps. Retrieving the buried object and burning it and the poisonous plants breaks the spell; otherwise, the spell runs its course.

Command Animal (Folk)

- **Cost:** 5 magic points; 1D4 Sanity points
- **Casting time:** 1 round

The caster commands one animal of a specified species to obey a single command. Each version of this spell is specific to the creature called and commanded; thus, "Command Raven" would only concern members of the Corvus genus, and so on. Each such spell must be learned separately. Command spells for any natural animal may exist, known by witch doctors, shamans, and wizards. Known spells include: Driver Ant Column, Green Mamba, Leopard, Raven, Serpent, Shark, and Spider Monkey.

The target is compelled to obey one order by the caster, even to attack its own kind. Upon completion of the command, the target is freed and cannot be compelled again for one day. The caster's command must be simple, specific, visualized, and limited in duration. It must be stated while the caster is within line-of-sight of the target. The target will begin to act in the round following the spell casting.

The caster must be able to see or visualize the animal, and the command must be something that the creature could naturally accomplish and comprehend. "Protect me from harm forever," would not be a valid command, but "slay that human," would be. Orders might include carrying something somewhere, presiding at some ceremony, attacking, or going to a specific location to appear as a warning.

Contact Shub-Niggurath

- **Cost:** 5 POW; 1D6 Sanity points
- **Casting time:** 5 to 10 (1D6+4) rounds

As per the rules on page 252 of the *Call of Cthulhu: Keeper Rulebook*, the chance of successfully contacting Shub-Niggurath is equal to half the caster's (reduced) POW.

This particular version of the Contact spell may be performed in a wilderness under the open sky, at the dark of the moon. Fresh blood is poured over a wooden or stone altar while the petitioner calls forth and begs the Dark Mother to listen. If successful, the Outer God usually sends a herald to "speak" on its behalf, which could be some mutated woodland creature, a dark young, or some other abomination of the Keeper's choosing.

Grasp of Cthulhu

- **Cost:** 2D6 magic points (per minute); 1D6 Sanity points
- **Casting time:** 1 round

Immobilizes one or more targets with a terrible, crushing pressure, temporarily robbing STR. The spell's range is 10 yards/meters and may affect more than one person at a time; however, each additional target costs an additional 2D6 magic points per minute the spell is sustained—this can be extended for as many minutes as the caster's magic points can buy without additional Sanity point cost, but the caster must concentrate on the spell during the entire time.

For the spell to take effect, the caster must succeed in an opposed POW roll with the target(s): if the caster wins, the victim(s) feels great pressure bearing down upon their body and is unable to move—as though wrapped by the mighty tentacles of Great Cthulhu.

For each minute the spell lasts, the target temporarily loses 5D10 STR points. If the target's STR drops to zero or less, they fall unconscious.

Lame/Heal Animal

- **Cost:** 4 magic points; 1D4 Sanity points
- **Casting time:** 1 round

Causes one animal, usually a horse or cow, to suffer painful inflammation of its tendons and ligaments, or to become extraordinarily healthy and vigorous, as the caster chooses. The caster must touch the beast for the spell to take effect.

Raise Night Fog

- **Cost:** 3 magic points; 1D2 Sanity points
- **Casting time:** 5 minutes

Calls forth a dense ground fog from a body of water and may only be cast at night. The ritual requires a bowl for water, filled from the body of water where the fog is to form. The caster blows gently across the surface of the container while making the proper gesticulations. The fog forms suddenly; if there is wind, it drifts naturally with the wind. The fog dissipates with the rising sun. The caster may be many miles away from the body of water where the fog appears, so long as they have the requisite water.

Red Sign, The

- **Cost:** 3 magic points; 1D8 Sanity points; 1 hit point per round
- **Casting time:** 1 round

An awful spell that causes one or several targets to die horribly. The caster inscribes the dreaded Red Sign in the air, while speaking words of power. When formed correctly, a dull red symbol glows in the air as the caster's finger traces its outline. The sign's malevolent effects manifest the round after its creation. Once formed, the sign must be maintained by concentration (the caster needs to stand nearby) and the additional expenditure of 3 magic points for each additional round beyond the second. The caster also loses 1 hit point each round beyond the second due to their proximity to the sign.

All those within 10 yards/meters of the sign lose 1D3 hit points per round as their bodies quake and spasm, and their internal organs and blood vessels convulse. Those further than 10 yards/meters but nearer than 30 yards/meters lose 1 hit point each round. Those further than 30 yards/meters take no damage. It is possible to escape the sign's effect by crawling behind a stout wall or other opaque barrier.

PRE-GENERATED INVESTIGATORS

Here are ten pre-generated investigators specifically tailored for this campaign: seven students, two professors, and an FOC-employed geologist. We recommend that the Keeper awards 60 additional skill points to each character so that their players can personalize their character before play begins.



SUSAN CHEN (CHEN SU)

Age: 19 **Occupation:** History Student

STR 60 **CON** 55 **SIZ** 50 **DEX** 60 **INT** 85
APP 65 **POW** 75 **EDU** 65 **SAN** 75 **HP** 10
DB: 0 **Build:** 0 **Move:** 9 **MP:** 15 **Luck:** *

***Luck:** roll 3D6 and multiply it by 5.

Skills

Anthropology	40% (20/8)
Credit Rating	10% (5/2)
History	65% (32/13)
Language (Cantonese)	50% (25/10)
Language (English)	65% (32/13)
Language (Latin)	30% (15/6)
Library Use	50% (25/10)
Listen	60% (30/12)
Natural World	20% (10/4)
Occult	35% (17/7)
Persuade	60% (30/12)
Psychology	60% (30/12)
Spot Hidden	65% (32/13)

Combat

Brawl	25% (12/5), damage 1D3, or rock hammer 1D8
Dodge	30% (15/6)

Backstory

The granddaughter of one of Boston's first Chinese restaurateurs, Susan Chen (or Chen Su, to use her given name), never had any intention of working in the family restaurant for any longer than she had to.

Fascinated by the past, both that of her family and the country she was born in, Susan decided to head to Miskatonic University to study history, much to her family's surprise; they are grudgingly proud of her for becoming the first member of her family to go to university, but it's all still a long way from their traditional notion of what a young woman should be doing with her life.

- **Description:** petite, with her black hair cut into a sensible and practical bob.
- **Ideology/Beliefs:** despite presenting herself as a thoroughly modern young woman, Susan still clings to some superstitions, particularly where colors are concerned.
- **Significant People:** her parents—they might be a little old-fashioned in many respects, but they haven't tried to stop her from following her dreams.
- **Traits:** headstrong, ambitious, and likes to have fun now she's away from home.



Equipment

Notebooks, flashlight, pencil, rock-climbing hammer.

PULP ADJUSTMENTS

- **Archetype:** Seeker
- **Core Characteristic:** raise INT to 90
- **Hit Points:** 21
- **Luck:** roll 2D6+6 then multiply by 5
- **Add/Adjust Skills:** History 75%, Library Use 60%, Listen 70%, Occult 55%, Psychology 70%, Spot Hidden 75%, Stealth 50%.

Talents

- **Keen Hearing:** gains a bonus die on Listen rolls.
- **Strong Willed:** gains a bonus die on POW rolls.

FATHER LUDOVICK CLOUTIER

Age: 37 **Occupation:** Professor of Religion

STR 70 **CON** 60 **SIZ** 65 **DEX** 60 **INT** 75
APP 60 **POW** 80 **EDU** 85 **SAN** 80 **HP** 12
DB: +1D4 **Build:** 1 **Move:** 8 **MP:** 16 **Luck:** *

***Luck:** roll 3D6 and multiply it by 5.

Skills

Credit Rating	40% (20/8)
History	50% (25/10)
Language (English)	50% (25/10)
Language (French)	85% (42/17)
Language (Latin)	50% (25/10)
Library Use	50% (25/10)
Listen	50% (25/10)
Locksmith	20% (10/4)
Lore (Religion)	70% (35/14)
Medicine	20% (10/4)
Occult	55% (22/11)
Persuade	55% (22/11)
Psychology	55% (22/11)
Spot Hidden	60% (30/12)

Combat

Brawl	25% (12/5), damage 1D3
Dodge	30% (15/6)

Backstory

Father Cloutier was born and raised in Quebec City, Canada, the latest in a long line of Cloutiers descended from French trappers and explorers from the colony's earliest days. His widowed mother was a devout Catholic, and Ludovick entered the Seminaire de Quebec partly through his own faith and a wish to serve his community, but also to make her happy.

After serving as a parish priest across Canada and the northeastern United States, Father Cloutier lost his taste for preaching and instead applied for a position as a lecturer in religion at Miskatonic University. He has learned over the last few years that he much prefers researching religion than converting people to it.

- **Description:** Father Cloutier is clean shaven with receding brown hair and sad hazel eyes. He usually only wears his clerical collar when lecturing or attending church services and formal occasions.
- **Ideology/Beliefs:** although once a firm believer in God, he is no longer as sure of his faith as he was in his youth.
- **Treasured Possessions:** the rosary given to him by his late mother.
- **Traits:** tends to daydream; curious; dislikes proselytizing.



Equipment

Bible, rosary, flashlight.

PULP ADJUSTMENTS

- **Archetype:** Scholar
- **Core Characteristic:** raise EDU to 90
- **Hit Points:** 25
- **Luck:** roll 2D6+6 then multiply by 5
- **Add/Adjust Skills:** History 60%, Language (English) 90%, Language (Latin) 60%, Library Use 60%, Medicine 40%, Natural World 50%, Occult 65%.

Talents

- **Quick Study:** halve the time required for Initial and Full Reading of Mythos tomes and all other books.
- **Resilient:** may spend Luck points to shrug off Sanity loss on a 1-for-1 basis.

MAURICIO DUARTE

Age: 20 **Occupation:** Metallurgy Student

STR 80 **CON** 60 **SIZ** 70 **DEX** 70 **INT** 85
APP 65 **POW** 65 **EDU** 65 **SAN** 65 **HP** 13
DB: +1D4 **Build:** 1 **Move:** 8 **MP:** 13 **Luck:** *

***Luck:** roll 3D6 and multiply it by 5.

Skills

Charm	55% (27/11)
Climb	50% (25/10)
Credit Rating	10% (5/2)
Jump	60% (30/12)
Language (English)	50% (25/10)
Language (Spanish)	65% (32/13)
Library Use	50% (25/10)
Listen	50% (25/10)
Natural World	30% (15/6)
Psychology	40% (20/8)
Science (Chemistry)	40% (20/8)
Science (Geology)	45% (22/9)
Spot Hidden	55% (27/11)
Throw	60% (30/12)

Combat

Brawl	25% (12/5), damage 1D3+1D4, or geology hammer 1D8+1D4
Dodge	40% (20/8)

Backstory

Mauricio is a long way from his home in San Juancito, Honduras. The eldest son of one of the local silver mine's managers, he was always expected to go into the mining business in some form.

Academically gifted, Mauricio secured a Federated Oil and Chemical scholarship to study metallurgy at Miskatonic University, with a view to returning to Honduras to work as a surveyor and researcher rather than a manager. His studies have taken a bit of a backseat, though, after he also discovered he had an aptitude for sports, which earned him his letterman status and his beloved letter sweater.

- **Description:** an athletic-looking young Honduran man, Mauricio prefers to dress casually, and is rarely seen without his letter sweater.
- **Meaningful Locations:** the football field at Miskatonic University, site of some of his happiest sporting moments.
- **Treasured Possessions:** his letter sweater, awarded for his services to the university's football team.
- **Traits:** friendly and outgoing.



Equipment

Notebook, pencil, flashlight, geology hammer, letter sweater.

PULP ADJUSTMENTS

- **Archetype:** Beefcake
- **Core Characteristic:** raise STR to 95
- **Hit Points:** 26
- **Damage bonus:** +1D6
- **Build:** 2
- **Luck:** roll 2D6+6 then multiply by 5
- **Add/Adjust Skills:** Climb 60%, Fighting (Brawl) 50%, Listen 60%, Psychology 50%, Swim 50%, Throw 75%.

Talents

- **Nimble:** doesn't lose next action when "diving for cover" versus firearms.
- **Tough Guy:** may spend 10 Luck points to shrug off up to 5 points of damage taken in one combat round.

ZAHRA ESFAHANI

Age: 25 **Occupation:** Engineering Graduate Student

STR 70 **CON** 55 **SIZ** 60 **DEX** 65 **INT** 85
APP 65 **POW** 55 **EDU** 80 **SAN** 55 **HP** 11
DB: +1D4 **Build:** 1 **Move:** 9 **MP:** 11 **Luck:** *

***Luck:** roll 3D6 and multiply it by 5.

Skills

Art/Craft (Technical Drawing)	55% (27/11)
Credit Rating	30% (15/6)
Language (English)	50% (25/10)
Language (Persian)	80% (40/16)
Library Use	50% (25/10)
Listen	50% (25/10)
Persuade	50% (25/10)
Psychology	60% (30/12)
Science (Engineering)	60% (30/12)
Science (Mathematics)	60% (30/12)
Science (Physics)	60% (30/12)
Spot Hidden	55% (27/11)

Combat

Brawl	25% (12/5), damage 1D3+1D4
Rifle	55% (27/1), damage 2D6+4
Dodge	35% (17/7)

Backstory

Zahra grew up surrounded by the historical and architectural wonders of her home city, Isfahan, once the capital of Iran. The beauty of its buildings and bridges inspired her to train, not as an architect, but as a civil engineer, at the Dar ul-Funun polytechnic in Tehran (the forerunner of the University of Tehran).

As the only child of a wealthy Zoroastrian merchant family, Zahra is used to a comfortable life, but yearns to see more of the world, no matter what discomforts that might bring. Determined to pursue her studies, she is currently undertaking her PhD in civil engineering at Miskatonic University.

- **Description:** Zahra tends to wear her wavy dark hair in bunches. She's also very fond of chunky knitwear, as she tends to suffer from the cold in Massachusetts.
- **Ideology/Beliefs:** Zahra is an adherent of the ancient Zoroastrian faith.
- **Meaningful Locations:** the Bazar-e Bozorg in Isfahan, whose stalls she played amongst as a child and where her family's business started.
- **Traits:** polite, but nobody's fool. Quick to anger if she sees people being treated unfairly.



Equipment

.30-06 bolt-action rifle, notebook, flashlight, pencils.

PULP ADJUSTMENTS

- **Archetype:** Egghead
- **Core Characteristic:** raise EDU to 90
- **Hit Points:** 23
- **Luck:** roll 2D6+6 then multiply by 5
- **Add/Adjust Skills:** Electrical Repair 50%, Library Use 60%, Mechanical Repair 50%, Science (Engineering) 70%, Science (Mathematics) 70%, Science (Physics) 70%.

Talents

- **Sharp Witted:** gains a bonus die on INT (but not Idea) rolls.
- **Strong Willed:** gains a bonus die when making POW rolls.

EDWARD “TEDDY” HARRIS

Age: 22 **Occupation:** English Language Student

STR 55 **CON** 45 **SIZ** 65 **DEX** 40 **INT** 70
APP 50 **POW** 55 **EDU** 65 **SAN** 55 **HP** 11
DB: none **Build:** 0 **Move:** 7 **MP:** 11 **Luck:** *

***Luck:** roll 3D6 and multiply it by 5.

Skills

Art/Craft (Poetry)	55% (27/11)
Art/Craft (Writing)	55% (27/11)
Credit Rating	10% (5/2)
Fast Talk	55% (27/11)
History	40% (20/8)
Language (English)	65% (32/13)
Library Use	60% (30/12)
Listen	60% (30/12)
Pilot (Boat)	35% (17/7)
Psychology	50% (25/10)
Spot Hidden	55% (27/11)
Swim	50% (25/10)

Combat

Brawl	25% (12/5), damage 1D3
Dodge	20% (10/4)

Backstory

Scion of one of the lesser branches of the Rhode Island Harrises, Teddy has always been something of a disappointment to his family. First, he didn't want to follow in his father's footsteps and take a job in the financial industry. Then, he left Brown University after a single semester, transferring instead to Miskatonic University where he claimed the curriculum—and the atmosphere—suited him better.

Not quite estranged from his family, but not far from it, Teddy has made a new life for himself in Arkham, surrounded by the town's venerable academic institutions. He has no intention of ever returning to Providence and intends to stay on at MU as a graduate student.

- **Description:** Teddy keeps his reddish hair cropped short. He prefers casual clothing, particularly brightly colored sleeveless sweater vests, but usually looks somewhat disheveled. He should wear his glasses more often than he does but is a little vain about them.
- **Significant People:** his best friend, Peter Goodwin, a fellow English student at MU. He's always been there to cheer Teddy up.
- **Meaningful Locations:** the Orne Library at Miskatonic University. Teddy is never so happy as when he's surrounded by books.
- **Traits:** disorganized and a little clumsy, but his heart is in the right place.



Equipment

Spare spectacles, notebook full of self-written poetry, pencils.

PULP ADJUSTMENTS

- **Archetype:** Sidekick
- **Core Characteristic:** raise CON to 90
- **Hit Points:** 31
- **Luck:** roll 2D6+6 then multiply by 5
- **Add/Adjust Skills:** Art/Craft (Photography) 45%, Fast Talk 65%, First Aid 40%, Listen 70%, Navigate 40%.

Talents

- **Photographic Memory:** gains a bonus die on Know rolls.
- **Quick Study:** halve the time required for Initial and Full Reading of Mythos tomes and all other books.

NARINDER SODHI

Age: 19 **Occupation:** Biology Student

STR 50 **CON** 70 **SIZ** 60 **DEX** 65 **INT** 70
APP 55 **POW** 55 **EDU** 65 **SAN** 55 **HP** 13
DB: none **Build:** 0 **Move:** 8 **MP:** 11 **Luck:** *

***Luck:** roll 3D6 and multiply it by 5.

Skills

Art/Craft (Sketching)	40% (20/8)
Credit Rating	20% (10/4)
Language (English)	50% (25/10)
Language (Latin)	30% (15/6)
Language (Punjabi)	65% (32/13)
Library Use	50% (25/10)
Listen	50% (25/10)
Persuade	50% (25/10)
Psychology	50% (25/10)
Science (Biology)	45% (22/9)
Science (Botany)	40% (20/8)
Science (Chemistry)	30% (15/6)
Spot Hidden	55% (27/11)

Combat

Brawl	25% (12/5), damage 1D3
Dodge	35% (17/7)

Backstory

Narinder is the youngest daughter of one of Miskatonic University's newest lecturers: Professor Surinder Singh Sodhi. The professor accepted a position in the Natural Sciences department at MU two years ago to get his family away from the increasingly volatile political situation in British India.

While Narinder misses her home, she is happy with the freedoms her father's transfer have given her. It is a little embarrassing to be taught biology by her father, but she is enjoying her degree, even if the subject wasn't necessarily her first choice—she'd much rather be studying the arts and humanities.

- **Description:** Narinder keeps her long black hair neatly plaited. She tends to wear a mixture of Western-style clothing and traditional Indian salwar kameez, including her dupatta (head scarf).
- **Ideology/Beliefs:** while she did not feel ready to be baptized before she left the Punjab, Narinder does follow Sikh traditions and hopes to become Khalsa once she has graduated.
- **Meaningful Locations:** the University Exhibit Museum. Narinder loves wandering through the museum's halls, practicing her sketching while dreaming of other times and places.
- **Traits:** a bit of a dreamer; always willing to help out wherever and whenever she can.



Equipment

Sketchbook, pen, pencils, flashlight.

PULP ADJUSTMENTS

- **Archetype:** Dreamer
- **Core Characteristic:** raise POW to 80
- **Sanity:** 80
- **MP:** 16
- **Hit Points:** 26
- **Luck:** roll 2D6+6 then multiply by 5
- **Add/Adjust Skills:** Art/Craft (Sketching) 60%, Language (Latin) 50%, Library Use 60%, Listen 60%, Natural World 30%, Occult 25%.

Talents

- **Keen Hearing:** gains a bonus die on Listen rolls.
- **Keen Vision:** gains a bonus die on Spot Hidden rolls.

DR. LILIAN NEILL

Age: 39 **Occupation:** Anthropology Professor

STR 60 **CON** 60 **SIZ** 75 **DEX** 80 **INT** 85
APP 70 **POW** 80 **EDU** 90 **SAN** 80 **HP** 13
DB: +1D4 **Build:** 1 **Move:** 8 **MP:** 16 **Luck:** *

***Luck:** roll 3D6 and multiply it by 5.

Skills

Anthropology	80% (40/16)
Art/Craft (Photography)	55% (27/11)
Credit Rating	40% (20/8)
History	70% (35/14)
Language (English)	90% (45/18)
Library Use	70% (35/14)
Lore (African-American Folklore)	60% (30/12)
Natural World	60% (30/12)
Occult	40% (20/8)
Persuade	60% (30/12)
Psychology	55% (27/11)
Spot Hidden	60% (30/12)

Combat

Brawl	25% (12/5), damage 1D3+1D4
Dodge	40% (20/8)

Backstory

Prof. Niell was born and raised in Philadelphia's Seventh Ward. Inspired to become an anthropologist in part by W. E. B. du Bois' work in her childhood home, but also by her innate curiosity and desire to know what makes people tick, Lilian worked hard to gain her admission to the University of Pennsylvania's liberal arts program, where she flourished.

After graduating with honors from Penn, she took up a graduate research post at Miskatonic University under Prof. Roger Harrold, with a focus on African-American folklore in the Northeastern United States. Having secured her PhD, she accepted a position as a lecturer in the Anthropology Department.

- **Description:** a tall, graceful Black woman, with an innate sense of fashion and a mischievous smile.
- **Significant People:** her parents—they worked hard to afford her the opportunities she's had, and she will be forever grateful to them for that.
- **Treasured Possessions:** her collection of African-American folk stories.
- **Traits:** curious and hardworking, with a deep sense of responsibility to MU and her students.



Equipment

Notebook, pencils, camera, film.

PULP ADJUSTMENTS

- **Archetype:** Steadfast
- **Core Characteristic:** raise CON to 90
- **Hit Points:** 33
- **Luck:** roll 2D6+6 then multiply by 5
- **Add/Adjust Skills:** Drive Auto 40%, Firearms (Handgun) 40%, First Aid 50%, Navigate 40%, Psychology 65%, Spot Hidden 70%.

Talents

- **Alert:** never surprised in combat.
- **Arcane Insight:** halve the time required to learn spells and gains a bonus die on spell casting rolls.

SOFIA PICADO

Age: 26 **Occupation:** Chemistry Graduate Student

STR 55 **CON** 70 **SIZ** 60 **DEX** 70 **INT** 75
APP 60 **POW** 75 **EDU** 85 **SAN** 75 **HP** 13
DB: none **Build:** 0 **Move:** 8 **MP:** 15 **Luck:** *

***Luck:** roll 3D6 and multiply it by 5.

Skills

Credit Rating	20% (10/4)
Drive Auto	50% (25/10)
First Aid	40% (20/8)
Intimidate	50% (25/10)
Language (English)	60% (30/12)
Language (Spanish)	85% (42/17)
Library Use	70% (35/14)
Listen	45% (22/9)
Psychology	60% (30/12)
Science (Chemistry)	70% (35/14)
Science (Mathematics)	60% (30/12)
Science (Pharmacy)	60% (30/12)
Spot Hidden	65% (32/13)

Combat

Brawl	25% (12/5), damage 1D3
Dodge	35% (17/7)

Backstory

Sofia hails from Leon, the former capital of Nicaragua, and is the third child (and second daughter) of a wealthy family of intellectuals and political activists. Sofia has always been more practically minded, though, so instead of studying philosophy or politics at the University of Leon, she studied chemistry instead.

Her skills as a research chemist were spotted by Federated Oil and Chemical's Central American talent scouts, and the company has sponsored her graduate studies at Miskatonic University. She has almost completed her PhD and hopes to take up a position at one of FOC's industrial complexes as soon as she graduates.

- **Description:** thin and fashionably dressed. Her dark wavy hair is shingled to keep it out of her eyes and her experiments.
- **Significant People:** her fiancée, Gabriel Bartlett, a fellow chemistry graduate student.
- **Meaningful Locations:** the bandstand in Independence Square, Arkham, where Gabriel proposed to her one summer evening.
- **Traits:** focused and studious, which can be quite intimidating to those who don't know her; loyal to those she calls friends.



Equipment

Notebook, pen, flashlight.

PULP ADJUSTMENTS

- **Archetype:** Scholar
- **Core Characteristic:** raise EDU to 90
- **Hit Points:** 26
- **Luck:** roll 2D6+6 then multiply by 5
- **Add/Adjust Skills:** Science (Botany) 65%, Science (Chemistry) 90%, Science (Mathematics) 70%, Science (Pharmacy) 75%.

Talents

- **Resourceful:** may spend 10 Luck points (rather than make a Luck roll) to find a certain useful piece of equipment.
- **Strong Willed:** gains a bonus die on POW rolls.

CLEMENT SCHEIDEGGER

Age: 52 Occupation: Geologist

STR 65 CON 65 SIZ 65 DEX 80 INT 80
APP 50 POW 60 EDU 80 SAN 60 HP 13
DB: +1D4 Build: 1 Move: 6 MP: 12 Luck: *

*Luck: roll 3D6 and multiply it by 5.

Skills

Climb	65% (32/13)
Credit Rating	45% (22/9)
Drive Auto	40% (20/8)
First Aid	50% (25/10)
Jump	60% (30/12)
Language (English)	50% (25/10)
Language (Swiss German)	80% (40/16)
Listen	50% (25/10)
Navigate	50% (25/10)
Persuade	40% (20/8)
Science (Geology)	70% (35/14)
Spot Hidden	45% (22/9)
Survival (Alpine)	50% (25/10)
Track	50% (25/10)

Combat

Brawl	25% (12/5), damage 1D3+1D4, or alpenstock 1D8+1D4, or geology hammer 1D8+1D4
P08 Luger	45% (22/9), damage 1D10
Dodge	40% (20/8)

Backstory

Herr Scheidegger was drawn to the mountains as a small child—hardly surprising, given that he was born and raised in Interlaken, Switzerland, in the heart of the Bernese Oberland and in the shadow of some of the Swiss Alps' most famous peaks. For the most part, the mountains have been good to him and his family, providing them with a living since time immemorial.

A self-taught mountaineer and geologist, Clement is currently employed by Federated Oil and Chemical, having come to the company owner's attention through his reputation in European climbing circles. Mr. Abelard has recently sent him to Miskatonic University to assist Prof. Ashley Learmonth in their joint project in his capacity as a field geologist.

- **Description:** a stocky white man, with neatly groomed gray hair and mustache. Prefers practical, no-nonsense clothing.
- **Ideology/Beliefs:** having had far too many scrapes in the mountains as a young man, Clement firmly believes in the concept of a guardian angel.



- **Treasured Possessions:** his alpenstock, which he carries everywhere.
- **Traits:** solid and reliable, with a touch of stubbornness.

Equipment

Rope, alpenstock (combination walking stick, iron spike, and ice axe), geology hammer, P08 Luger pistol.

PULP ADJUSTMENTS

- **Archetype:** Steadfast
- **Core Characteristic:** raise CON to 80
- **Hit Points:** 29
- **Luck:** roll 2D6+6 then multiply by 5
- **Add/Adjust Skills:** Firearms (Handgun) 55%, First Aid 60%, Navigate 70%, Persuade 60%, Psychology 50%, Spot Hidden 55%.

Talents

- **Endurance:** gains a bonus die on CON rolls (including when calculating MOV rates for chases).
- **Nimble:** does not lose next action when "diving for cover" versus firearms.

JOSHUA WILSON

Age: 21 **Occupation:** Archaeology Student

STR 65 **CON** 60 **SIZ** 60 **DEX** 80 **INT** 70
APP 60 **POW** 60 **EDU** 65 **SAN** 60 **HP** 12
DB: +1D4 **Build:** 1 **Move:** 9 **MP:** 12 **Luck:** *

***Luck:** roll 3D6 and multiply it by 5.

Skills

Anthropology	45% (22/9)
Appraise	40% (20/8)
Archaeology	55% (27/11)
Charm	55% (27/11)
Credit Rating	10% (5/2)
History	45% (22/9)
Language (English)	65% (32/13)
Library Use	50% (25/10)
Listen	55% (27/11)
Navigate	50% (25/10)
Psychology	50% (25/10)
Spot Hidden	65% (32/13)

Combat

Brawl	25% (12/5), damage 1D3+1D4
Dodge	40% (20/8)

Backstory

Descended from enslaved people who escaped the South via the Underground Railway in the early 19th century, Joshua's family have mostly been involved in Pittsburgh's iron and steel industries. His parents were always determined, though, that he would do better than hard manual labor, and they were thrilled when he won a scholarship to Miskatonic University, even if it was quite a ways from home.

While he initially planned to study something related to his family's working history, and briefly dabbled with the university's metallurgy course, he soon discovered his true love was ferreting around in the earth for clues to civilization's ancient past after helping out on an archaeological dig one summer. The irony of his choice is not lost on him, especially when he's grubbing up huge amounts of dirt on a dig site—no hard manual labor, indeed!

- **Description:** young-looking for his years, Joshua keeps his dark hair very short. He usually has a mischievous look in his eyes.
- **Significant People:** his family, particularly his grandfather.
- **Treasured Possessions:** his grandfather's pocket watch, given to him as a present by the old man when Joshua was accepted into Miskatonic University.
- **Traits:** friendly and warm, with an easygoing nature.



Equipment

Notebook, trowel, pencils, folding ruler, flashlight, pocket watch.

PULP ADJUSTMENTS

- **Archetype:** Explorer
- **Core Characteristic:** raise POW to 85
- **Hit Points:** 24
- **Sanity:** 85
- **MP:** 17
- **Luck:** roll 2D6+6 then multiply by 5
- **Add/Adjust Skills:** Archaeology 65%, Climb 40%, Jump 40%, Natural World 40%, Stealth 40%.

Talents

- **Resilient:** may spend Luck points to shrug off Sanity loss on a 1-for-1 basis.
- **Resourceful:** may spend 10 Luck points (rather than make a Luck roll) to find a certain useful piece of equipment.

COLLECTED INVESTIGATOR HANDOUTS AND MAPS

If you have access to the PDF package that accompanies this book, please note that plain text versions of text-based handouts are available there for reference.

HANDOUTS

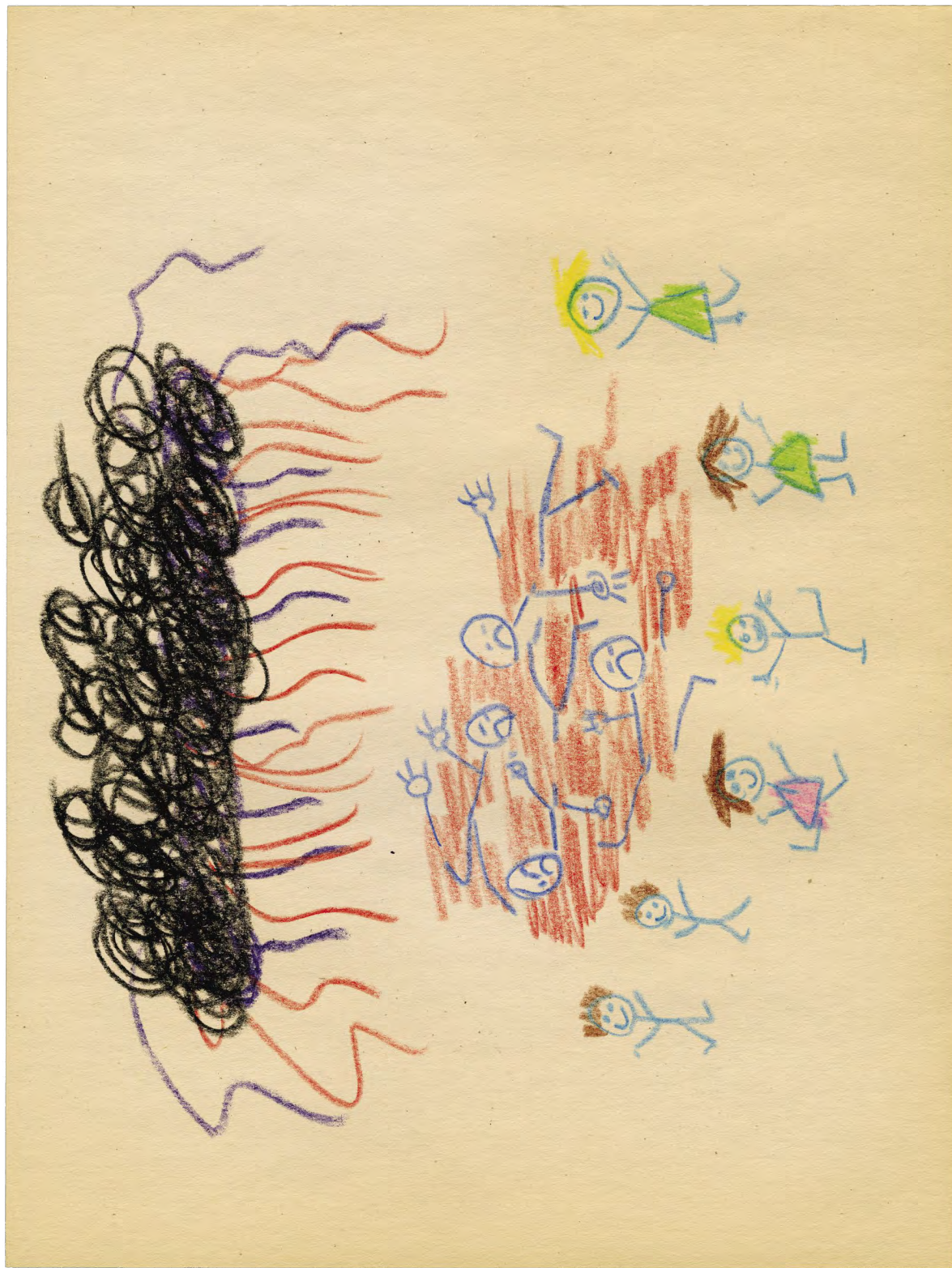
Handout: Harvest 1

Oh Mother of Life!
Begetter of the Thousand Young
Devourer of my enemies
With my flesh I serve thee
With my soul I worship thee
That thy will be done here as it is in
the spaces betwixt the stars
May my sacrifice be worthy
That I may sup on thy holy milk
in the Summerlands forever



Handout: Harvest 2





MOTHER LOVES ME THIS I KNOW
FOR THE OTHERS TELL ME SO
THEY HAVE WATCHED US FOR SO LONG
WHERE WE ARE LITTLE
OUR BROTHERS ARE STRONG

YES MOTHER LOVES ME
YES MOTHER LOVES ME
YES MOTHER LOVES ME
FOR THE OTHERS TELL ME SO

—Sep. 16, 1929—



ARKHAM ADVERTISER

NEWS • SPORTS • ENTERTAINMENT • CLASSIFIEDS

SEARCH FOR MISSING STUDENTS CALLED OFF



You may remember the mystery surrounding the death of Miskatonic University history student, Boyd Patterson, and the disappearance of two of his classmates during a field trip to Vermont last month. Patterson's body was found at the foot of the Green Mountains after local Sheriff, Dan Spencer, grew concerned about the students' whereabouts and mounted a search of the woods and hills surrounding the picturesque farming town of Cobb's Corners in an attempt to locate them. The subsequent inquiry concluded that Patterson's injuries were consistent with a great fall, and his death was recorded as a tragic climbing accident. No trace of anthropology student, Miss Daphne Devine, nor geology student, John Jeffrey, could be found. It is believed that the students were in Vermont following up on a previous research trip which had taken place earlier that summer.

Another student, Robert Blaine, who had been due to take part in the expedition, suffered his own fall the night before the group's departure and, as a result of his injuries, was unable to join them. As soon as he heard of their plight, Blaine is reported to have rushed to Cobb's Corners to help with the efforts to locate his fellow students. Sadly, that search has now been wound down, as no trace of either Miss Devine or Jeffrey has been found. To date, there is no clue regarding their fate, nor may there ever be. Their loss is, undoubtedly, keenly felt by all who knew them.

You open your eyes to find that you are not in bed and instead lay upon a flowerbed. The immense night sky is full of twinkling stars and a huge gibbous moon rises directly above you. The moon is somehow sinister in a way that you cannot properly explain. As you rise from the flowerbed, the flowers make a rustling noise, and as you stand, you realize the rustling noise continues. Turning around, you see the flowers seem to shudder of their own volition. Backing away in fear, you find your gaze is taken toward the dark woods. Ugly shapes and creeping shadows move between the tree trunks, somehow almost human but twisted and smaller. Suddenly, a myriad of glowing eyes appear in the tree line, blinking and feral. The rustling stops and from deep within the woods you hear a man's cry, long and painful. You hear your name shouted aloud, twice—the second time so loud it wakes you. You are in your bed, sweating, confused, and frightened.

You awake in complete darkness. Not due to a starless night or curtained room, but rather the absolute darkness of the void. Frozen and immobile, there is no possibility of movement. Though your eyes feel open, nothing can be seen through the impenetrable blackness. The only sensation is a slight buzzing in your ears, and this, through slow increments, grows in volume until it becomes a terrible buzzing. You think you can hear words throbbing through the uneven tones. A sharp, excruciating pain follows, and the darkness is replaced by a sudden influx of light as nebulous shapes come into focus.

Discordant images flash before you. A fragmentary vision of a forest of huge twisted oaks thick with loathsome fungoid growths appears first, the sky barely visible beneath the canopy of leaves. This scene is followed by a city of sky blue marble. Slender minarets are visible, as are high walls lined with bronze statues dressed in medieval garb. The scene then shifts to a windswept and desolate place spotted with squat granite huts. Unclear humanoid shapes lurk nearby, dancing and capering around flickering green flames. A massive vista of cylinder-shaped towers follows. A twilight world illuminated by sickly yellow orbs. A sudden cold fear builds as you stare at the shadows lurking beyond the city's 30-foot high doorways.

These visions fade and you find you are still immobile but now seem to be in an overgrown clearing of twisted weeds surrounded by trees. Sugar Maple trees. It is broad daylight, yet no bird sings. Powerless and immobile, you sense things moving nearby. From nowhere you hear a gut wrenching woman's scream. You awake back in bed, frightened and confused.

You are on a cold, earthen floor. It's dark here, but not so dark that you don't realize you are in a root cellar. Gnarled knots of decayed vegetables droop above your head, root tendrils brush against your face and bare shoulders when you stand. You are naked, cold, and vulnerable. You see long wooden shelves lining two walls, holding jars containing pulsing, slightly glowing objects. Could they be brains? As you begin to approach, you turn as you hear a low, ugly growl that makes your hairs stand on end. The growl transforms into guttural words speaking a strange language you don't understand. Panicking, you run toward the stairs but, in true nightmare fashion, the stairs never get any closer as you run and run.

The roots grow thicker as you attempt to escape; grasping your hair and limbs. It is only when the strange voice reaches a booming crescendo that the roots part and you finally stumble onto the stairs. Darting upwards, you see a sturdy looking trap door barring the exit. The voice issues a final scream of rage as you hammer at the trap door and somehow manage to break it open, flooding the cellar with starlight. Sweating and panting, you climb outside to see that you are in a clearing surrounded by Sugar Maple trees. You take a few cautious steps across the wet grass.

Something cold and sticky wraps around your ankles and begins to drag you back toward the cellar. Painfully, you are bundled down the stairs and the last thing you hear before complete darkness descends is a roar of bestial laughter. You wake up, shaking in abject terror, the laughter still echoing in your ears.

Mrs. Bellweather's Tale

When Franklin Cobb and the original settlers were moving toward this valley, they was halted by a group of Indians. It seems the Indians tried to warn the settlers this was cursed land. They told Franklin that, long ago, a tribe settled in this valley and evil spirits wiped them out in a single night. According to their legends, the tribe died in the most hideous ways: frozen, burned, or ripped apart. The remains of those massacred were found and buried at the foot of a hill in the valley. But on that evening, the evil spirits took to the air, screaming curses and threats, but the Indians' wise man had powerful magic and he was able to keep the spirits at bay while his tribe made their escape.

Now I believe that there's some truth in it. There ain't no bugs in the valley, no bees, and no skeeters. Birds don't fly overhead going south for the winter, and no bear or mountain lion comes down to terrorize us. The only things living in this valley are man and the things man brings. Did you know that farmers here don't have to worry about weeds? They won't grow here! Least not in the crops. So many things do grow here though; if we couldn't sell it all off to the cities, we'd be drowning in crops and cows! And all this produce coming from thin, rocky soil. Every so often I wonder why we was granted this bounty, but more than that, I wonder what we're paying for it.

June 12, 1921

BENNINGTON BANNER

Local

Family Found Dead in Vermont

Yesterday, the bodies of Lou Ann Clark and her two sons, Simon and Samuel, aged 9 and 7 respectively, were found at a campsite at the base of the Green Mountains. Police speculate the family had been murdered over a week ago by an unknown assailant. According to locals, the Clark family arrived in the small town of Cobb's Corners on June 4th, prior to going on a fishing, camping, and hiking

vacation in the forest surrounding the town. As for Keith Clark, the husband and father of the slain family, no trace of him has been found at the scene of this terrible crime. Police continue to search the woods for evidence and have made a call for Mr. Clark to come forward to assist with their enquiries.

Dear Ashley,

I wish to thank you for coming through in regards to the funding of the field trip I have planned. I can't imagine why the university would deny me funding for such a potentially beneficial excursion. I have my suspicions that damnable Wilmarth is behind it.

In any regard, I believe it's quite generous of Federated Oil and Chemical to finance this expedition and I sincerely look forward to integrating our students, as I have been a vocal proponent of inter-disciplinary field trips for quite some time. I hope your students are as fruitful in their diggings as mine will undoubtedly be in their quest for local folklore. Please let me know if I can ever be of service to you in the future.

Yrs.,

Roger Harrold



MISKATONIC UNIVERSITY
Arkham, Massachusetts

Dear Mr. Abelard,

I regret to inform you that it would appear the Pasquallium is extraterrestrial in origin. My students have returned with another sample of the ore, which they found in a crater they estimate to be thousands of years old. I am enclosing photographs of the site for your perusal.

According to my students, they found the ore at Red Rock Mountain, five miles due south of Brattleboro. I have taken the liberty of holding on to both samples of the ore so that I may continue testing them. If you desire the original sample returned, please contact me.

It has been a pleasure dealing with a philanthropist such as yourself, sir, and if I may be of any further assistance to Federated Oil and Chemical, I would welcome your call.

In thanks and appreciation,

A handwritten signature in cursive script, reading "Prof. Ashley Learmonth", with a long horizontal flourish extending to the right.

Prof. Ashley Learmonth

August 20th

Mrs. E. Cratchett 12 Orchard Road Cobb's Corners Vermont

Mr. Blaine,

I write this letter only to tell you why you haven't received any response to your last three pestering letters. My beloved husband, Jethro, who was a great and honest man if ever there was, is dead. Dr. Perry says it was an accident but I think better of it.

I told Jethro not to get mixed up with you or that Ms. Devine and all of your oh-so-smart college foolishness, but you and that woman got him to go against me and now he's dead. I hope you are happy, sir, and I hope you rot in hell. I know he died because of the stories he was telling you. I don't know how, but I'm sure you had something to do with his untimely demise.

Please, if you have any mercy in your damnable heart, do not write to me again. May God forgive you because I cannot. You have made me a widow before my time.

Emelda Cratchett

Dear Ms. Devine and colleagues,

I write this note to congratulate you and your team on the splendid work you have performed so far. It is most impressive and goes to prove how ideal you are for this task.

I'm also pleased that you all are having an enjoyable jaunt, and wholeheartedly approve of your return trip to Cobb's Corners.

Grs.,

Roger Harrold



Supplies

- Bedding
- Canned food
- Bottled water
- Medical supplies
- Kerosene lanterns
- Electric torches (plus batteries)
- Binoculars x three (3) pairs
- Miscellaneous tools
- Chemistry and biology lab (should be everything you need)
- Short-wave radios x two (2)
- Ford model TT truck
- Ford model A car
- Radio antenna—nine(9)-foot tall (to be attached to the roof of the farmhouse)
- Portable generator (use only to power the radio)
- 50-gallon steel drums of gasoline x four (4)

Armory

- Lee-Enfield Mk3 .303 rifles (British) x six (6), with 600 rounds ammunition
- Colt model 1917 .45 revolvers x four (4)
- Thompson M1921 submachine guns x two (2), with 800 rounds ammunition
- Very pistols (flare guns) x three (3), with 50 flares for each (150 total)
- Case of 24 hand grenades x one (1)



STARTS:

Dr. Matherson: Can you hear me? Can you understand me?

Subject: (A slow, almost mechanical sounding high-pitched buzzing voice.) Yes, we understand.

DM: You have been here for two days, why did you wait until now to speak to me?

S: We did not speak your language.

DM: You mean that you learned English in just two days? How?

S: Listening to human speech. Since capture two solar cycles ago.

DM: That's amazing. So why do you wish to speak to me now?

S: Hungry. Require food.

DM: Well, I've tried feeding you everything I can think of . . . but you haven't eaten anything.

S: Cannot consume food. Must return to Mountain.

DM: Well, I just can't let you go back to the Himalayas now can I?

S: We have not harmed you. Leave us to be left alone and in secret. No harm to you. Need food. Will die.

DM: Well... I'll see what I can do, but let's get back to the questions shall we. What shall I call you?

S: We are Mi-Go.

DM: Mi-Go eh? We found you in the Himalayan Mountains. Where did you come from before that?

S: Far away. You do not know of it yet.

DM: Yes, but what is it called? How far away is it?

S: Very far. Food. Must have food . . . soon.

DM: I'll get you some food soon, but I must know more about this place.

S: Food. Food.

DM: I warn you, if you do not answer my questions I will be forced to administer an electric shock to make you talk.

S: Talk no more. Must have food! Food!

(A flurry of sounds lasts for three minutes of the recording. The cacophony seems to include an electric hum, the hiss of static discharge, a metal scraping sound, Dr. Matherson shouting for the mi-go to answer the questions, and an eerie, buzzing scream. Finally, the subject speaks an almost unintelligible word.)

S: Yug-goth...Yug-goth. We come... from Yuggoth.

DM: And where is this Yuggoth?

S: Ninth planet... in this system.

DM: You're lying. This solar system only has eight planets. Am I going to have to turn the electricity back on?

S: No. Your species has not... found it yet.

DM: Well what brings you to Earth then?

(A ten second pause.)

DM: I asked you what is your reason for being on Earth?

S: Food. I must have...

(A return of the horrific sounds of an electric hum and an ear-splitting, high-pitched wail. One minute silence followed by buzzing sound that begins to form words.)

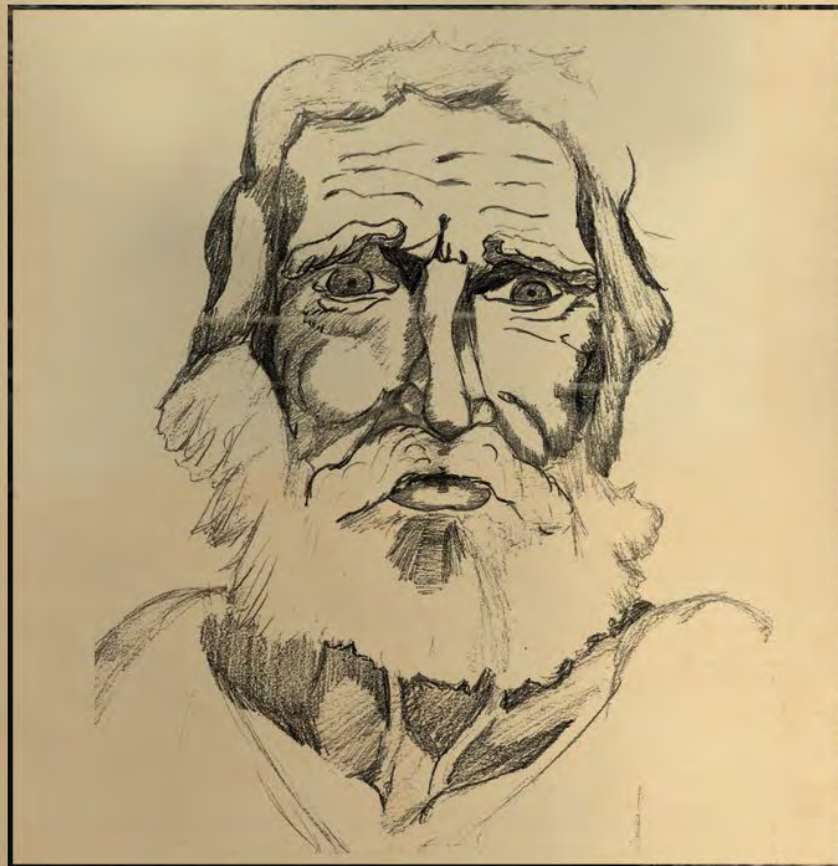
S: Ia! Ia! Shub-Niggurath! Black goat of the woods with a thousand young! Ia! Ia! Nyarlathotep! Release me!

(This, repeated three more times, then subject falls silent. Electric hum heard and further high-pitched wailing.)

DM: It appears that the subject, this "Mi-Go," has died. Its head is no longer changing colors and the process of decomposition appears to be advancing rapidly. Its whole body is beginning to discolor to brown and quickly putrefy. End the recording. I have to rush the carcass to the lab and start an autopsy before its too late.

ENDS

Connaissez-vous cet homme?



Nathan Roche.
Age inconnu.

**Contactez le détective
Degarmo à la station de
police de La Tuque.**

Destructiveness - Executiveness

Excess: Cruelty - a lack of fortitude

Alimentiveness - Desire for Food.

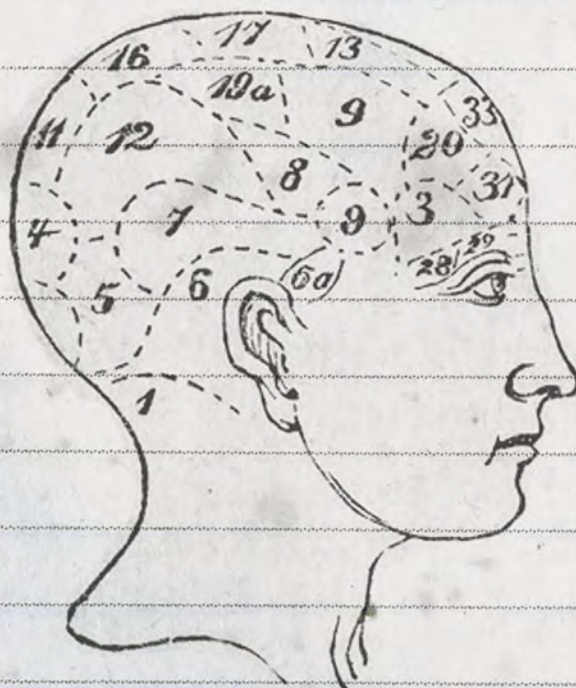
11. Love of Approbation

12. Cautiousness

16. Conscientiousness

17. Hope

13. Benevolence



Job 7:17 - What is mankind that you make so much of them, that you give them so much attention?

ABEL - background: discharged from army, now an alcoholic. Areas 6 and 6a of brain (Combativeness) normal.

Area 13 (Self Esteem) is indented.

CORNETT - background: mill worker, unemployed and a heavy drinker. All areas APPEAR NORMAL.

ROCHE - background: unknown, taciturn, homeless man. Area 10, for Secretiveness IS LARGE.

Finally on my way home again, the sun is shining, birds are singing, and I am sitting in the most wretched smelling boxcar between here and Vermont. I almost didn't make the train, but was luckily helped aboard by an Indian fella. We've spent most of the day talking and swapping stories while a few other passengers lie on the other side of the car, snoring fit to raise the dead.

This Indian, I'll call him 'Hank' as I didn't get his real name, told me a peculiar story. Hank said his people are the Abenakis from the Green Mountains in Vermont, close to my home in Cobb's Corners. One mountain he mentioned by name was Broken Hill and I think I recall hearing that name back in my youth. According to Hank, strange critters had been living in the mountains there since before God created man. In fact, he said these creatures don't worship no Christian God, he says they worship other things. These creatures don't really bother anybody much, as long as folk keep their distance from certain hills where they live. Hank said you can find such places if you know what to look for. Places animals shy from, spooky quiet places, or have strange old stones marking the territory. Sometimes they take people in the night, especially people who go poking around in their hills. Sometimes

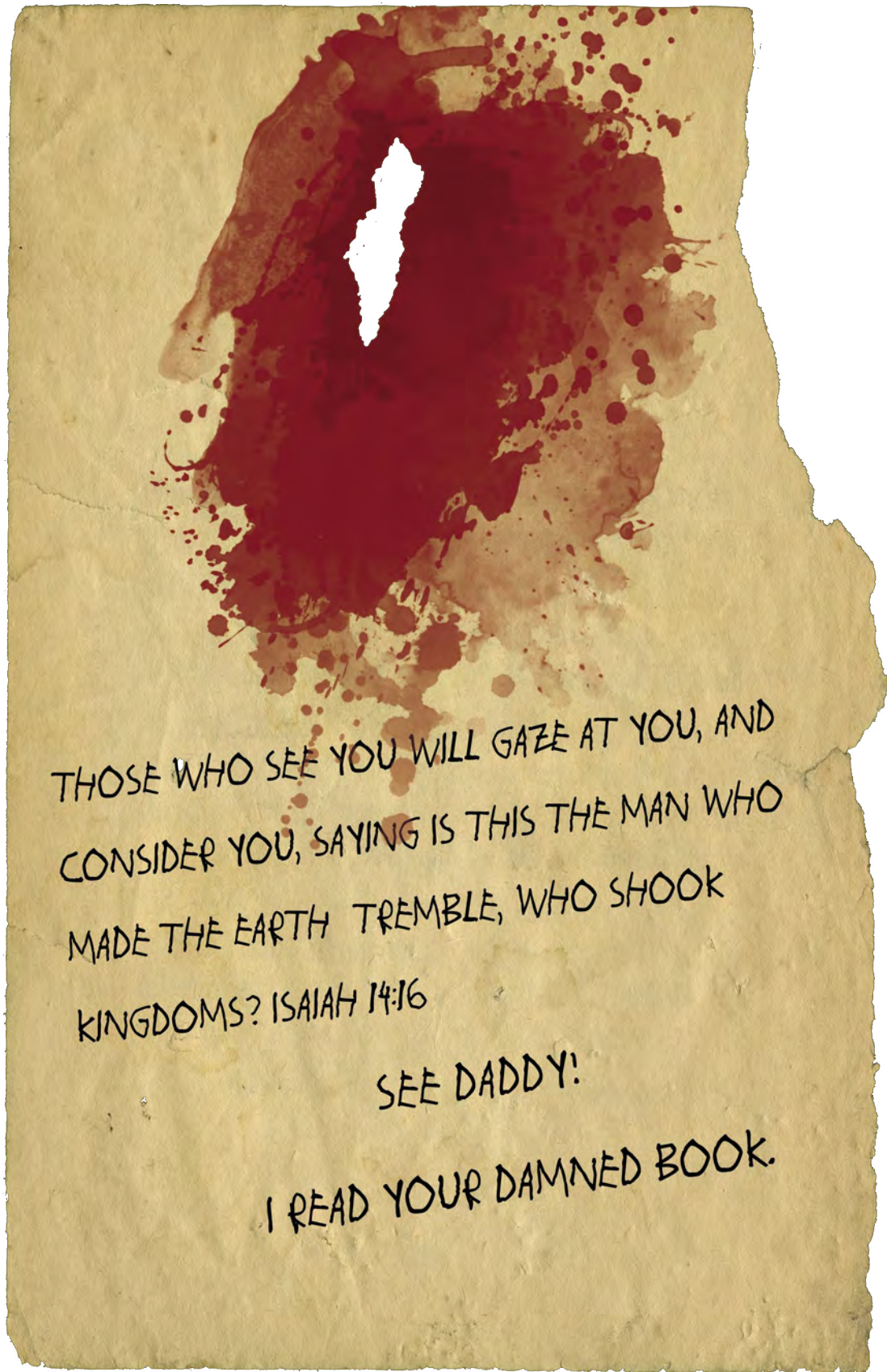
they send the people back, but changed, and never the same as they was before.

Hank swore that one time when he was a boy, his father pointed out one of the creatures flying haphazardly across a moonlit sky. Hank asked his father why the thing flew like a wounded duck. His pa told him that, just as he could never swim as well as a fish, neither would this creature fly like a bird, as the sky was not its home. Hank's father warned him to watch where he stepped, as the creatures loved to dig in the earth and had created vast warrens in the mountains.

From what I gather, these things are digging for something, like precious metals or gems or some such. Apparently, they can't find whatever they are looking for anywhere else.

It got me to thinking as I sat quiet looking at Hank. I'm sure I recall about some caves up in a mountain called **Broken Hill** near home. I'm writing this all down to remind me to look into it when I get home. A fella could make a killing selling these critters mineral rights!

I hear the striga's Sabbath outside my house. I hear many children and a man... I am thinking he is Sheriff Spencer. I crawl like dog through thickets. I see... I see... terrible things, many children dance and sing around hill. I see Mrs. Carmichael lying on the altar stone, she is alive, and her little Susie... that child of the Devil... she holds her momma's hand and she smiles at her. A man at the altar... his back is to me... he keeps cutting on Mrs. Carmichael but she just stared... stared at her daughter. She didn't scream until the end. Until her own Susie stabbed her in the heart. Then from the trees... came... came a devil. It was a blasphemy on God's world... and the little children... they ran to it like it was family. Dancing around it and singing. Another was brought up to the altar and killed... and another devil come out of the woods. They do this for a long time. I black out and wake with rain stinging me. Most children gone... most devils gone. I go back home, get hammer, then wait till all leave. I smash stones but striga children return... they strike me but I strike them too. This rain... I think... I think God sends this rain to wash away this evil. Like... Noah, yes?



The FOC team sent into the mi-go base beneath Broken Hill was able to salvage some of their technology before the complex was buried by an earthquake. I'm pleased to say that we now possess hundreds of cylinders, each of which—hard though it is to say—contains a living human brain. We also have the apparatus needed to interact with these brains. We've been working around the clock to interrogate them, discovering that all were, at some point, abducted by the mi-go over the course of many years. One brain, called "Subject X," claims to be a 17th century British astronomer. Unlike the others, Subject X seemed very eager to speak to us and had a very disturbing tale to tell.

Subject X claimed to have knowledge of a threat to the entire world. According to him, the mi-go came from a different dimension rather than from outer space. He warned that the aliens have been using the Moon for years to store a rare ore taken from the Earth and that they plan to create some kind of portal—a "gate" as he called it—that will fuse our existence with theirs and integrate their reality with our own. Apparently, our dimension is unpalatable to the aliens, and this merging will not only make the Earth a friendlier place for them, it will also completely eradicate the human race!

This gate is being constructed on the far side of the Moon, in an ancient city no one ever dreamed existed. We know this all to be true because we've already been there. One of the last items we brought out of the aliens' complex was a smaller, yet working, gate. We need you to go through it and stop the mi-go plan.



Broken Hill.

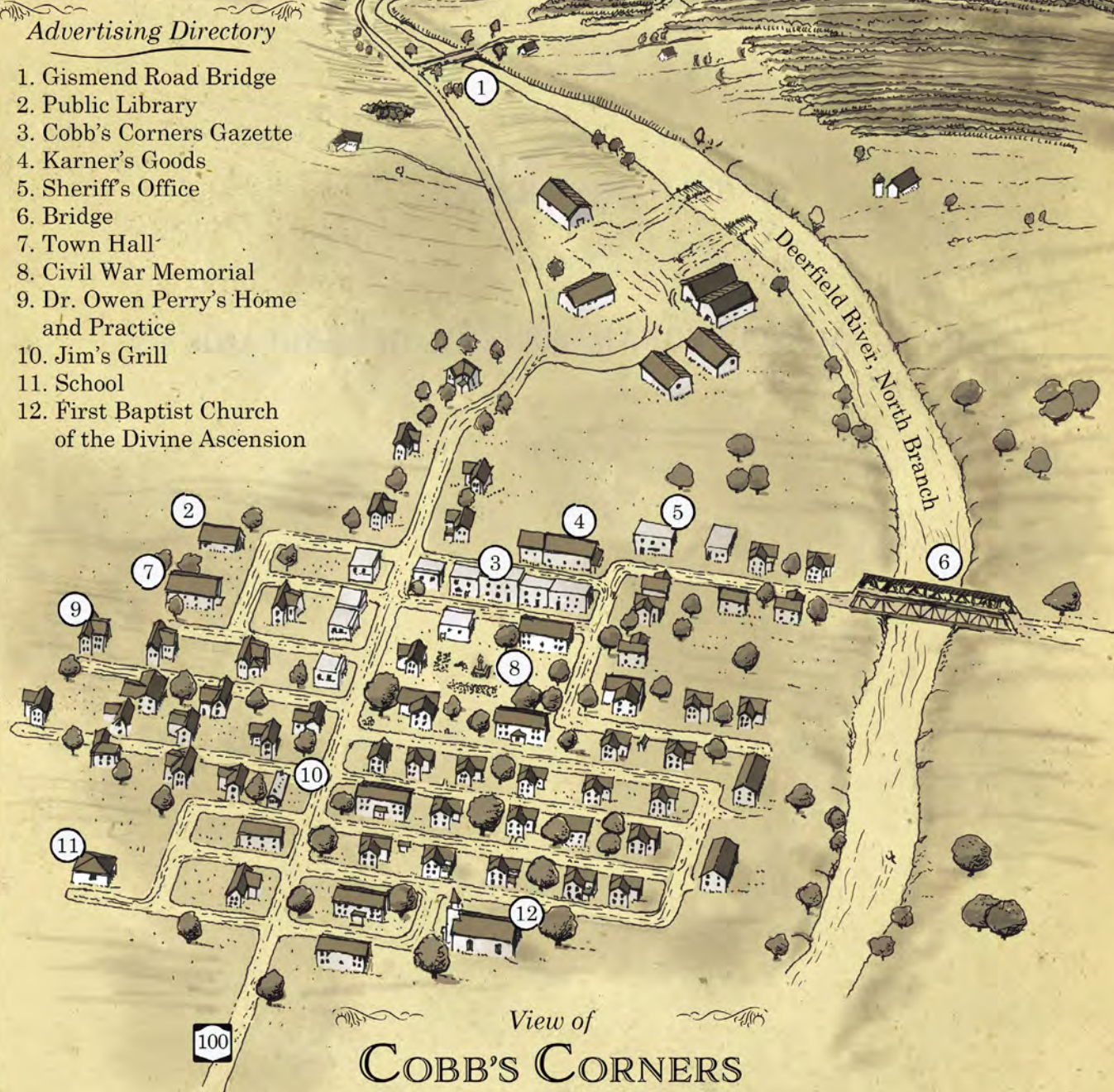
Round Hill.

Rice Hill.

Cooper Hill.

Advertising Directory

1. Gismend Road Bridge
2. Public Library
3. Cobb's Corners Gazette
4. Karner's Goods
5. Sheriff's Office
6. Bridge
7. Town Hall
8. Civil War Memorial
9. Dr. Owen Perry's Home
and Practice
10. Jim's Grill
11. School
12. First Baptist Church
of the Divine Ascension



View of

COBB'S CORNERS

VERMONT

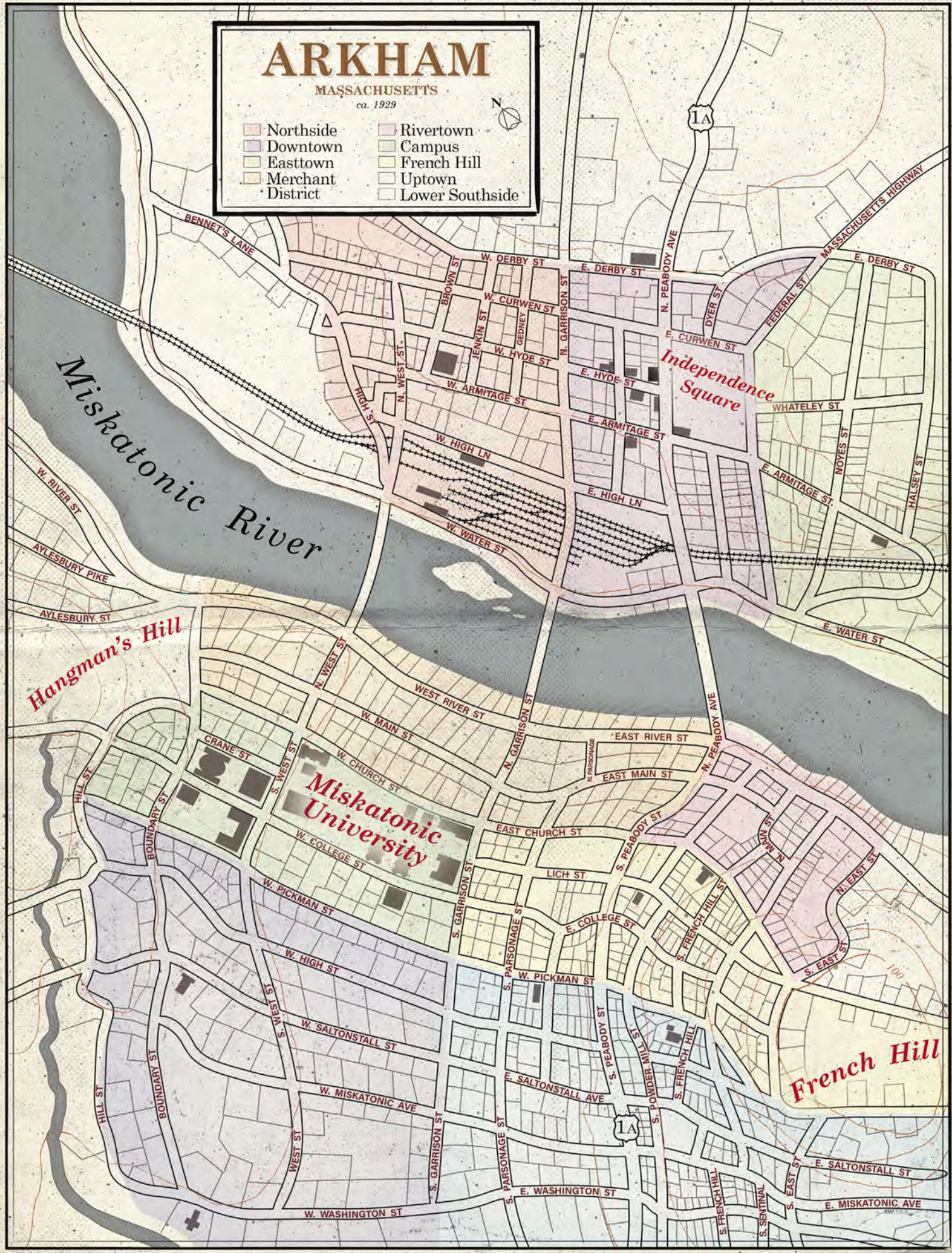
est. 1787

ARKHAM

MASSACHUSETTS

ca. 1929

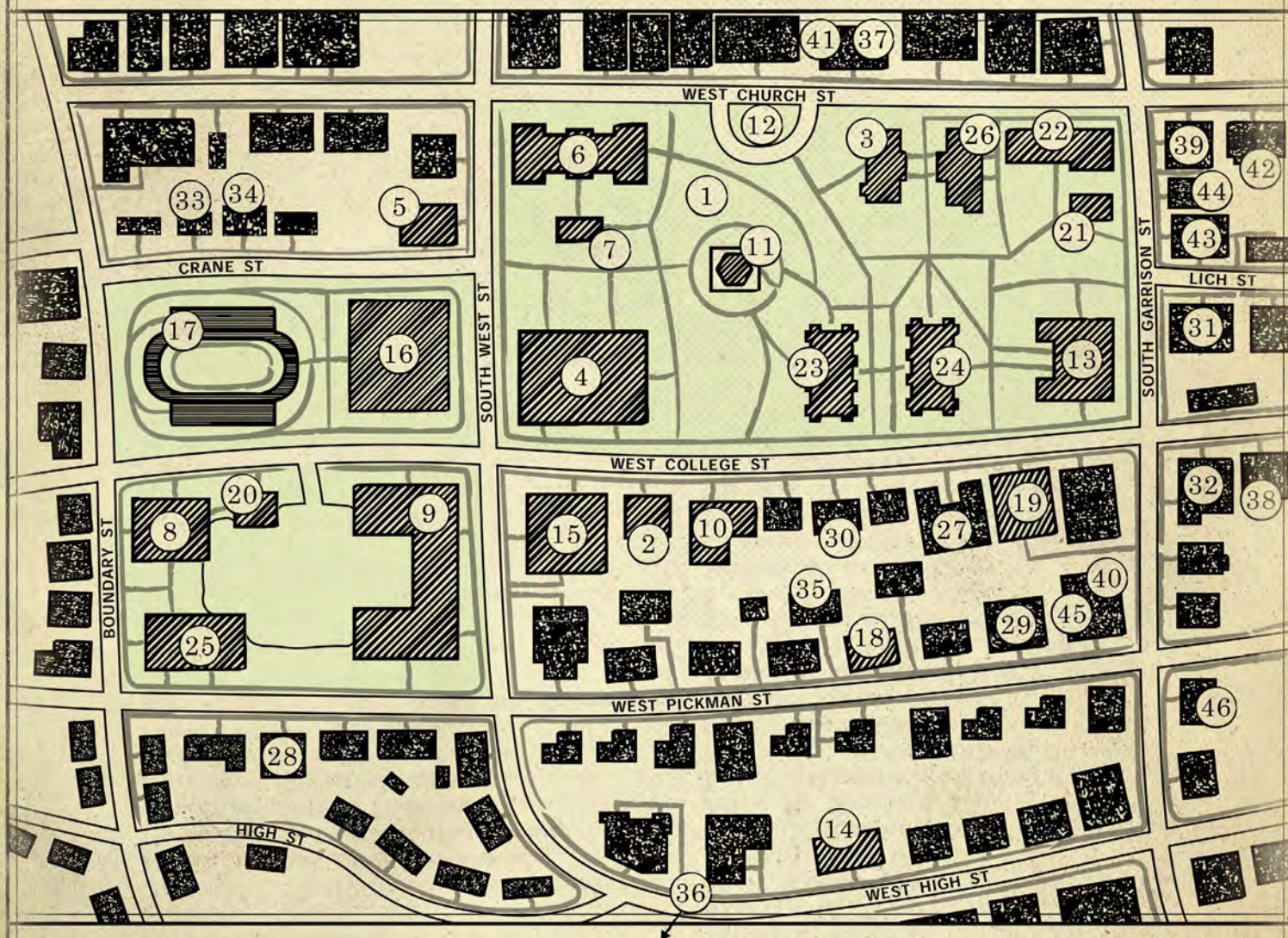
- | | |
|-------------------|-----------------|
| Northside | Rivertown |
| Downtown | Campus |
| Easttown | French Hill |
| Merchant District | Uptown |
| | Lower Southside |





A Campus Plan of MISKATONIC UNIVERSITY

Arkham, Massachusetts



INDEX OF BUILDINGS

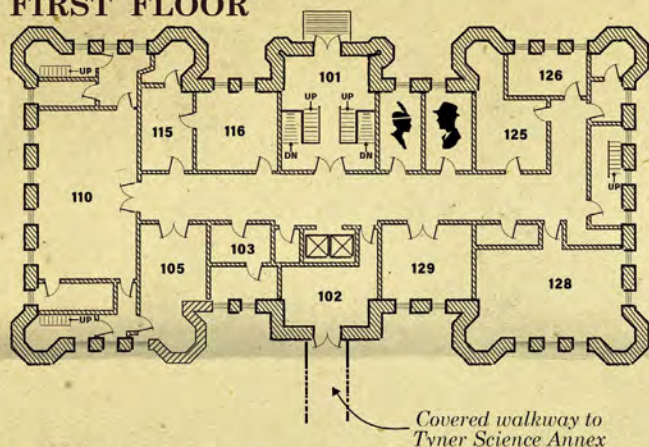
- | | | |
|---------------------------------|--------------------------------------|-------------------------------|
| 1. University Quad | 17. Athletics Track | 31. University Spa |
| 2. Hoyt Administration Bld. | 18. Packer House | 32. Paul's Steak House |
| 3. George Locksley Hall | 19. University Book Shop | 33. Miskatonic Athletic Assn. |
| 4. Robert Carter Memorial Hall | 20. University Laundry | 34. Miskatonic Miskies H.Q. |
| 5. Jonathan Edwards Hall | 21. President's House | 35. Delta Phi House |
| 6. Science Hall | 22. Derby Hall | 36. Sigma Phi House |
| 7. Charles Tyner Science Annex | 23. West Dormitory | 37. Campus Store |
| 8. School of Medicine | 24. East Dormitory | 38. Keenan's Laundry |
| 9. St. Mary's Teaching Hospital | 25. Medical Students' Accommodations | 39. Walgreen's Drugs |
| 10. Eli Hall | 26. Dorothy Upman Hall | 40. Book Nook |
| 11. Copley Memorial Bell Tower | 27. Hotel Miskatonic | 41. Jaywil's Book Store |
| 12. Statue Lawn | 28. Franklin Place | 42. Campus Bicycle Shop |
| 13. Orne Library | 29. Harriet Botsford Hotel for Women | 43. College Barber Shop |
| 14. Tabularium | 30. Garden Cafe | 44. Almen's Flowers |
| 15. University Exhibit Museum | | 45. Newport Creamery |
| 16. Axton Field House | | 46. Arkham Historical Society |



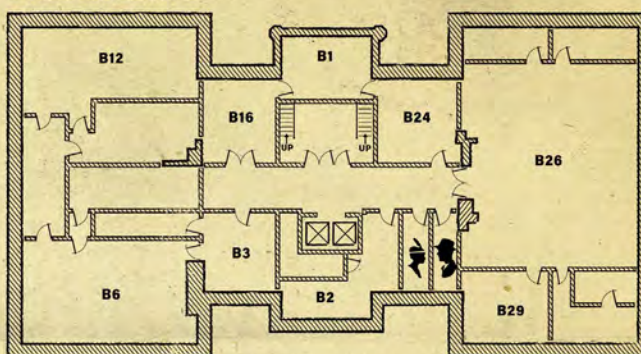
SCIENCE Hall

MISKATONIC UNIVERSITY

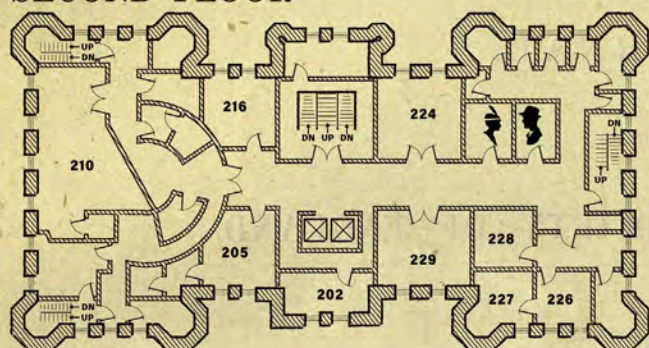
FIRST FLOOR



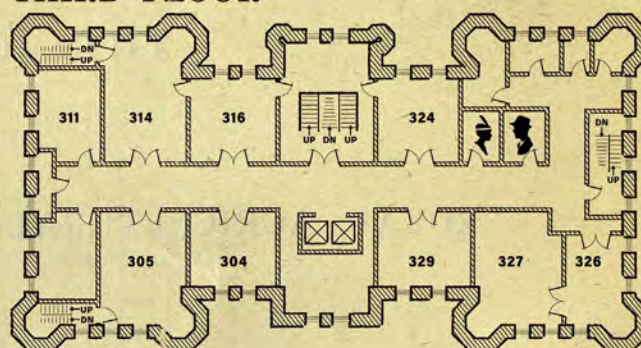
BASEMENT



SECOND FLOOR



THIRD FLOOR



SELECTIVE DIRECTORY OF ROOMS

Basement

B1 - Infirmary	B16 - Hoffman
B6 - J. J. Badger	Lecture Hall
Organic	B24 - Campus
Chemistry Lab	Physician
B12 - Dinsdale	B26 - H. P. Maddox
Lecture Hall	Lecture Hall

First Floor

103 - Biology Dept.	125 - School of Natural
Head of School	Sciences Dept.
105 - Athena	Head of School
Lecture Hall	128 - M. R. Ogilvie
110 - Greene	Lecture Hall
Lecture Hall	129 - Study Room
116 - Study Room	

Second Floor

205 - School of	224 - Mersenne
Applied Sciences	Lecture Hall
Head of School	228 - Astor Dept. of
210 - Electro-Refinery	Mathematics
Laboratory	Head of School
216 - Study Room	229 - Zebedee
	Lecture Hall

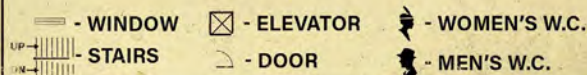
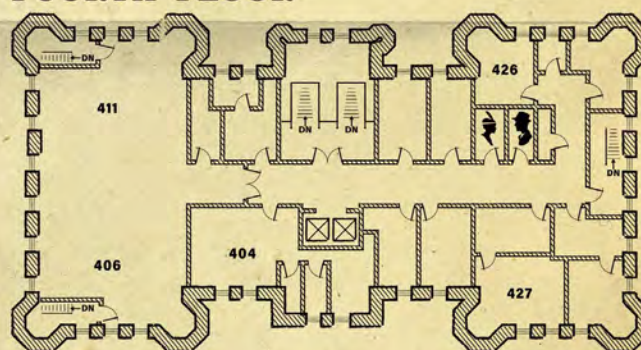
Third Floor

304 - Demonstration	324 - Study Room
Suite	327 - School of
305 - Science School	Physical Sciences
Library	Head of School
314 - Faculty Room	329 - Study Room
316 - Study Room	

Fourth Floor

404 - Graduate
Student Lounge
406 - Green House
411 - Reserved Space
426 - Thesis Library
427 - School Course
Advisor

FOURTH FLOOR



0 5 10 20

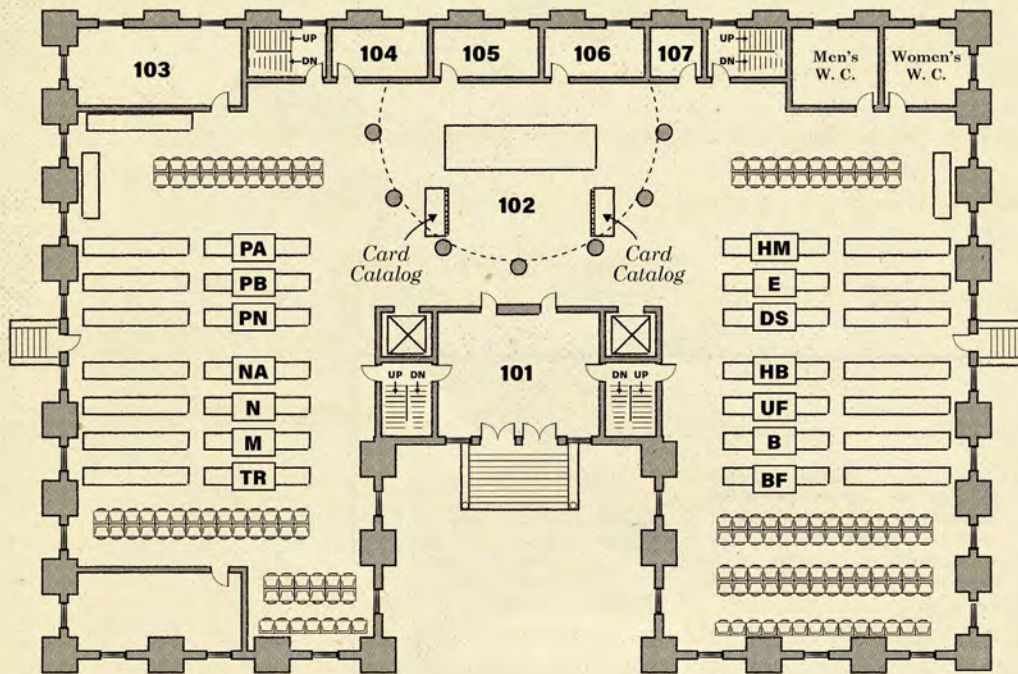
DIRECTORY OF ROOMS

First Floor

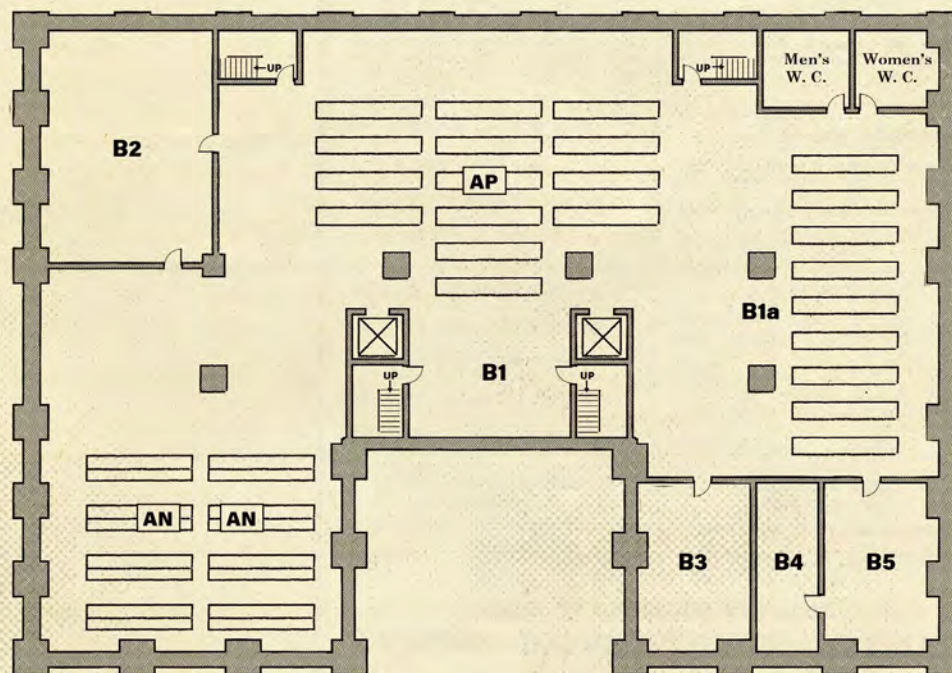
- 101 - Foyer
- 102 - Circulation & Reference
- 103 - Classroom
- 104 - Temp. Office
- 105 - Temp. Office
- 106 - Supplyroom
- 107 - Janitor

Basement

- B1 - Basement
- B1a - Overflow Shelving
- B2 - Heating and Ventilation
- B3 - Archives & Shipping
- B4 - Records Office
- B5 - Book Repair



FIRST FLOOR



BASEMENT

GENERAL KEY

- DOOR
- DESK
- STAIRS
- WINDOW
- ELEVATOR
- 102 - ROOM #
- PA - SUBJECT HEADING

0 5 10 20

DRAWING NO. 1 OF 2

SUBJECT HEADINGS

- | | |
|--------------------------|--------------------|
| PA - Classical Languages | HM - Sociology |
| PB - Modern Languages | E - History |
| PN - Literature | DS - History, Asia |
| NA - Architecture | HB - Economics |
| N - Drama | UF - Civics |
| M - Music | B - Philosophy |
| TR - Photography | BF - Psychology |
| AP - Periodicals | |
| AN - Newspapers | |

ORNE LIBRARY



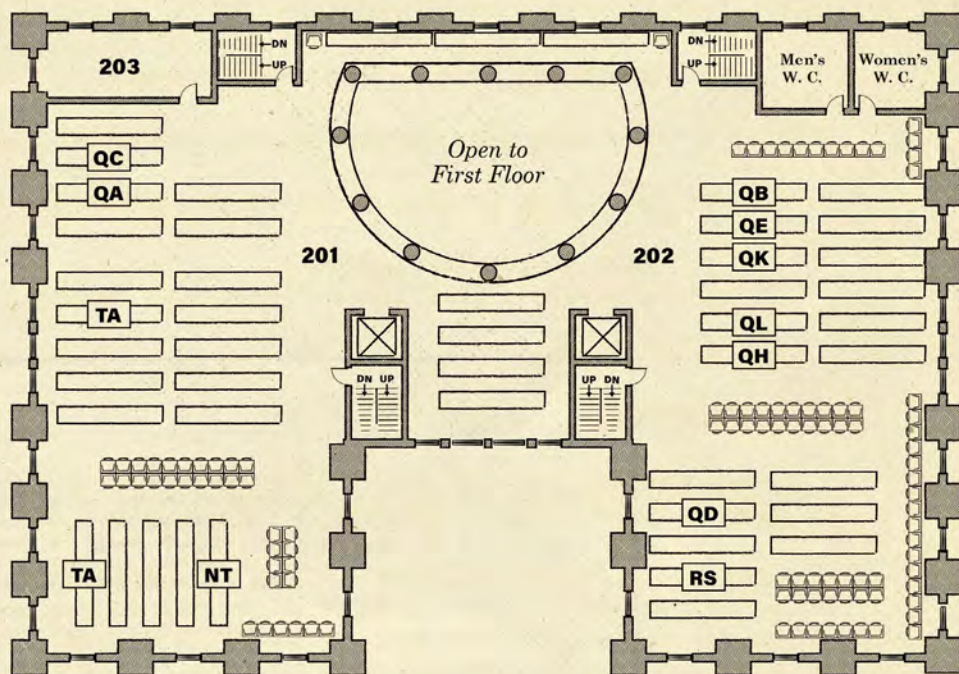
DIRECTORY OF ROOMS

Second Floor

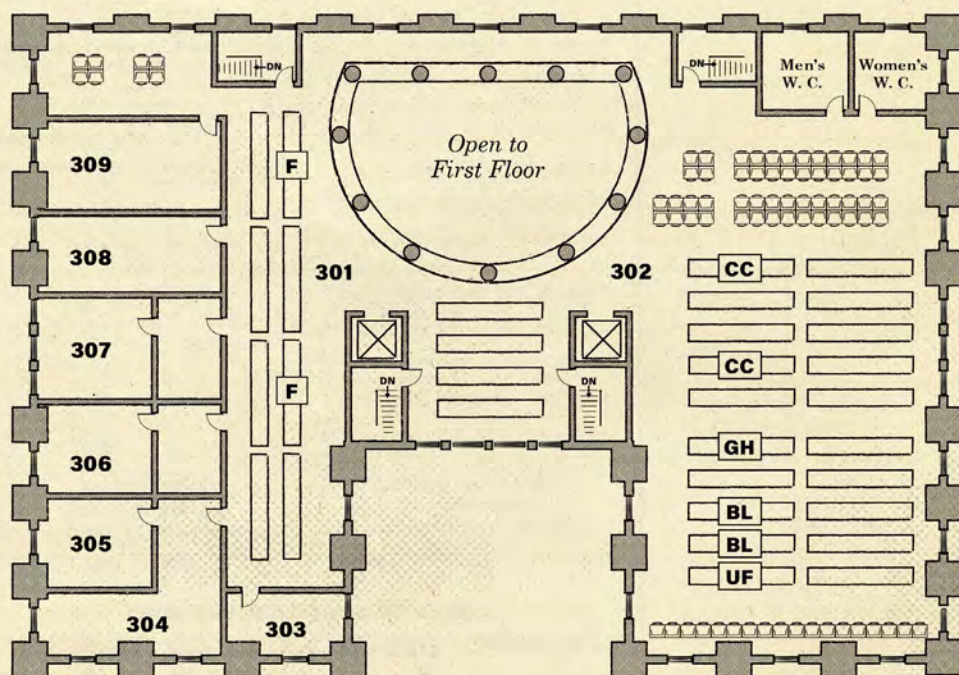
- 201 - North Bookstacks
- 202 - South Bookstacks
- 203 - Staff Room

Third Floor

- 301 - North Bookstacks
- 302 - South Bookstacks
- 303 - General Documents
- Storage
- 304 - Rare Book Collection
- 305 - Restricted Collection
- 306 - Dr. Armitage's Office
- 307 - Dr. Llanfer's Office
- 308 - Historical Charts & Maps Collection
- 309 - Randolph Haskett Law Library



SECOND FLOOR



THIRD FLOOR

GENERAL KEY

- DOOR
- WINDOW
- DESK
- ELEVATOR
- STAIRS
- 102 - ROOM #
- PA - SUBJECT HEADING

0 5 10 20

DRAWING NO. 2 OF 2

ORNE LIBRARY



SUBJECT HEADINGS

- | | |
|-------------------|---------------------------|
| QC - Physics | QD - Chemistry |
| QA - Mathematics | RS - Pharmacy |
| TA - Engineering | F - Local History |
| NT - Metallurgy | CC - Archaeology |
| QB - Astronomy | GH - Anthropology |
| QE - Paleontology | BL - Religion & Mythology |
| QK - Botany | UF - Occult Science |
| QL - Zoology | |
| QH - Biology | |

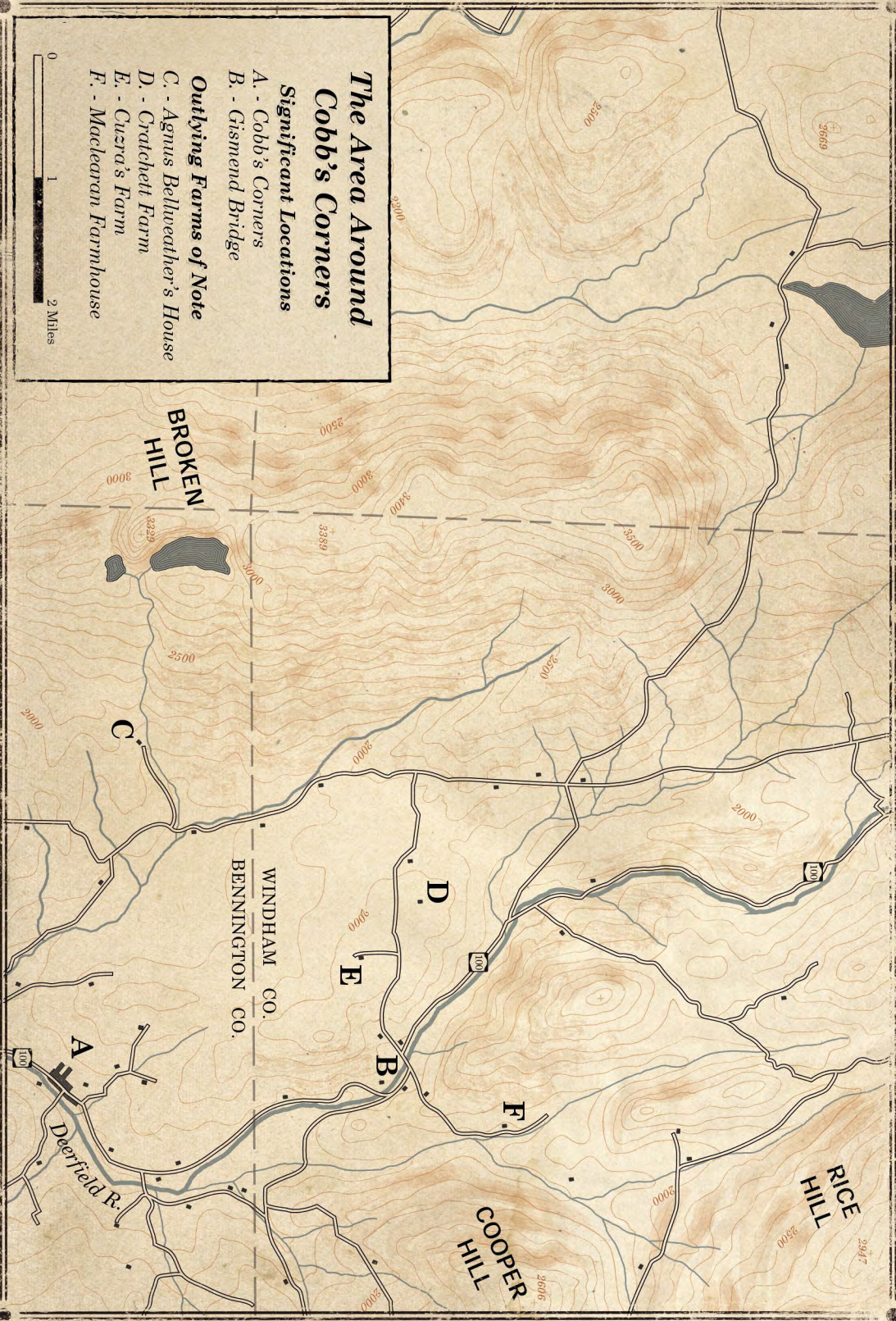
**The Area Around
Cobb's Corners**

Significant Locations

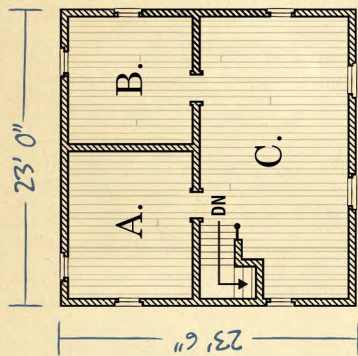
A - Cobb's Corners
 B - Gismend Bridge
 C - Agnus Bellweather's House
 D - Crutchett Farm
 E - Cuza's Farm
 F - Maclean Farmhouse

Outlying Farms of Note

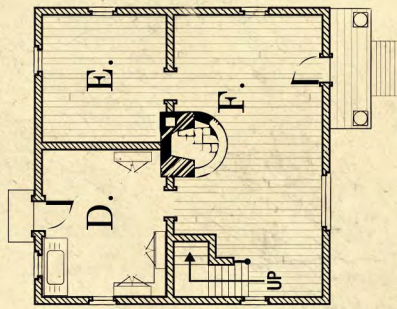
0 1 2 Miles



The MacLearn Farmhouse



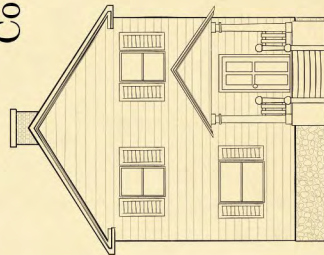
SECOND FLOOR



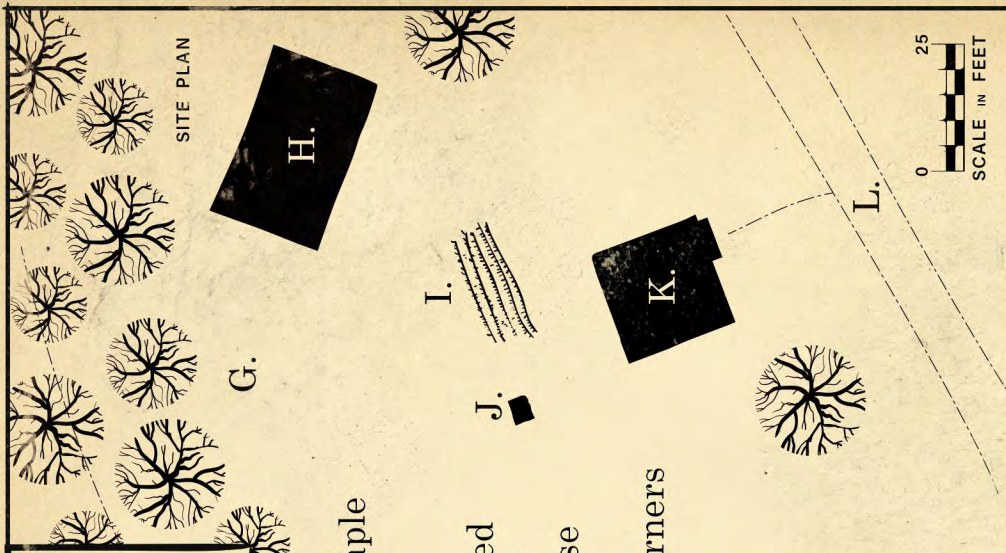
FIRST FLOOR

- A. Bedroom 1
- B. Bedroom 2
- C. Hallway
- D. Kitchen
- E. Bedroom/
Parlor
- F. Fireplace

- G. Sugar Maple Forest
- H. Barn
- I. Flower Bed
- J. Outhouse
- K. Farmhouse
- L. Road to Cobb's Corners



ON-GRADE ELEVATION



SITE PLAN

DRAWN BY:

CHECKED BY:

MACLEARAN FARMHOUSE

SURVEY NO.
**HABS
FL - 607**

HISTORIC AMERICAN
BUILDING SOCIETY
SHEET **1** OF **2**

LIBRARY OF CONGRESS
INDEX NUMBER

ELLIS BROOK ROAD

WINDHAM COUNTY

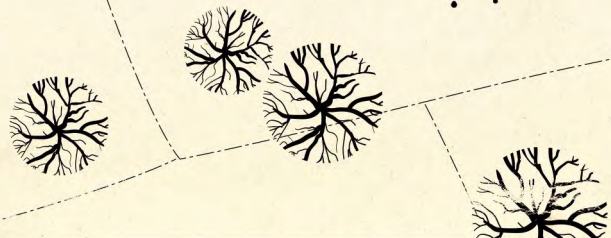
Gismend Road Bridge Collapse!

- | | |
|--------------------------|-------------------------|
| A. - Washed-Out Bridge | D. - Rescue Party |
| B. - Ford Model AA Truck | E. - Crowd of Onlookers |
| C. - Ford Model A Car | F. - Sheriff & Deputy |

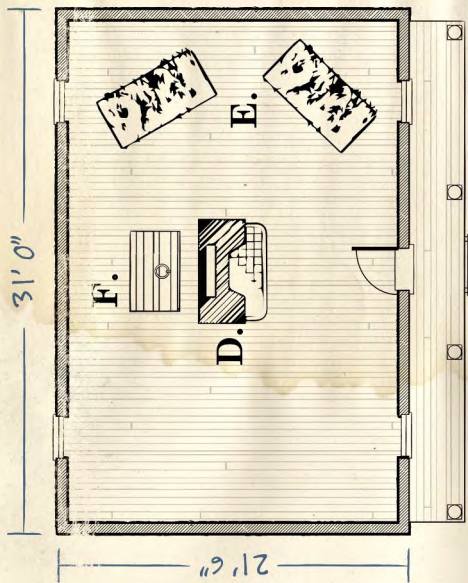


SITE PLAN

- A. Shack
- B. Garden
- C. Stone Well

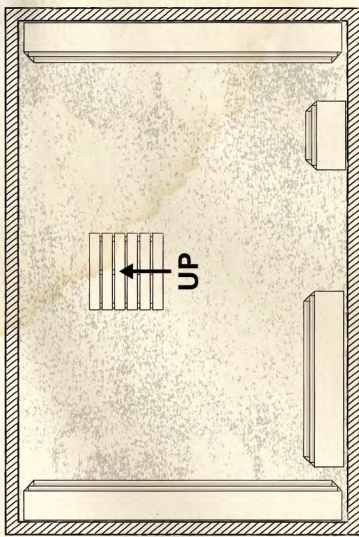


The Shack



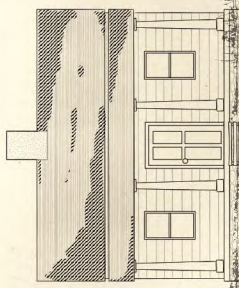
GROUND FLOOR

- D. Chimney Stack
- E. Straw Mattresses
- F. Trap Door



ROOT CELLAR

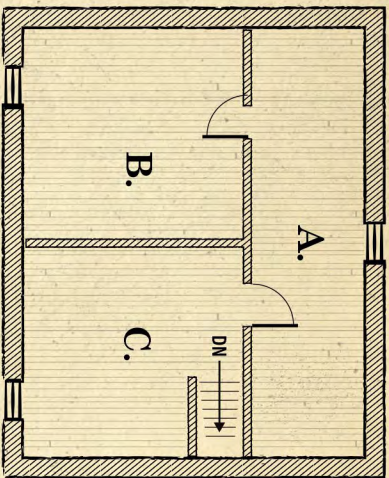
ON-GRADE ELEVATION



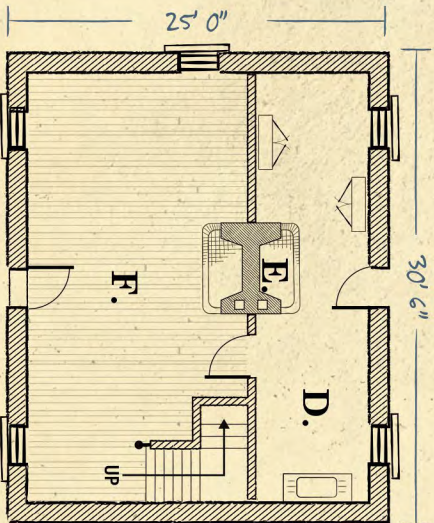
SHACK

DRAWN BY:	VALLEY VIEW ROAD	WINDHAM COUNTY	SURVEY NO. HABS FL - 838	HISTORIC AMERICAN BUILDING SOCIETY SHEET 2 OF 2 SHEETS	LIBRARY OF CONGRESS INDEX NUMBER

DESERTED SHACK
 Aylesbury Pike
 Outside Arkham, Ma.



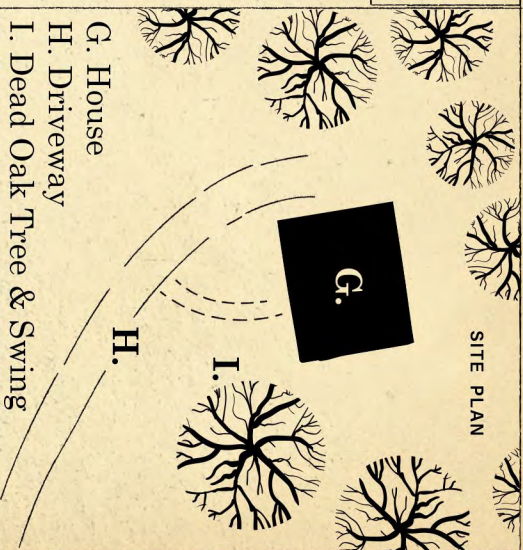
SECOND FLOOR



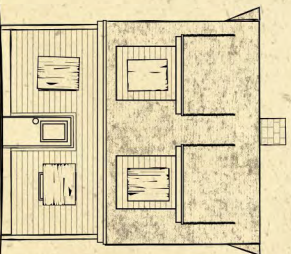
FIRST FLOOR

- A. Hallway
- B. Room 1
- C. Room 2
- D. Kitchen
- E. Fireplace
- F. Front Room

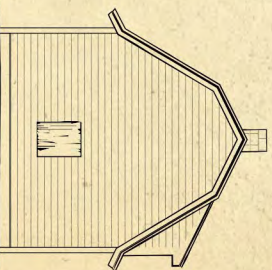
*Boarded Up
 Windows*



SITE PLAN

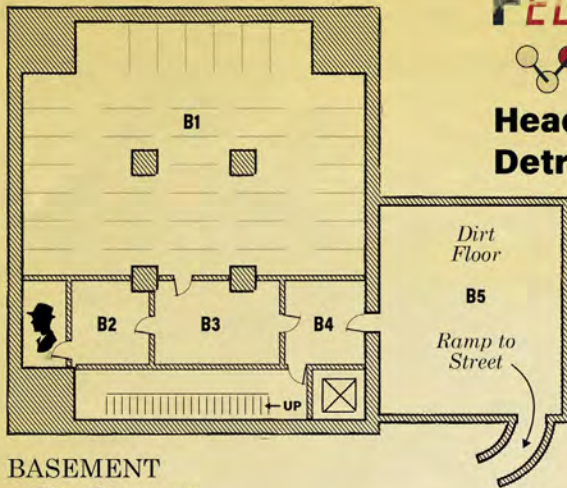


ON-GRADE ELEVATION



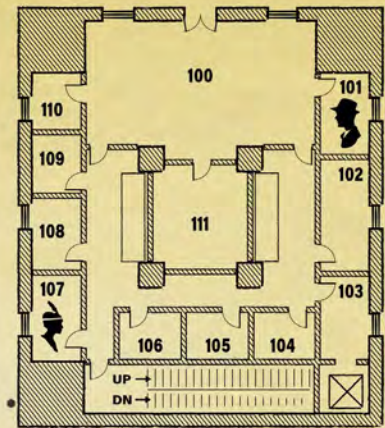
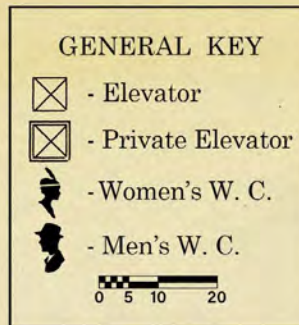
WEST ELEVATION

FEDERATED & OIL CHEMICAL Headquarters Building Detroit, Michigan



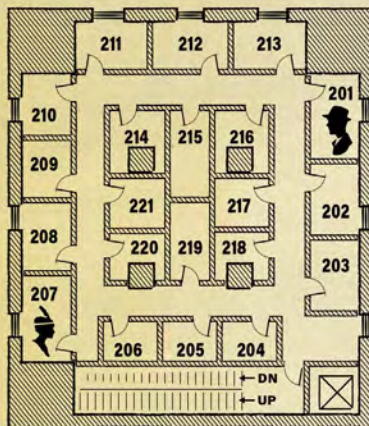
BASEMENT

- B1 - Basement
- B2 - Office
- B4 - Lobby for Car Park
- B5 - Underground Parking



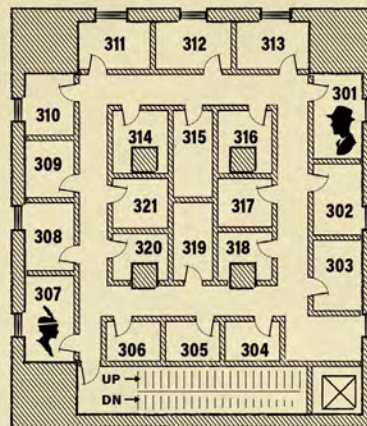
FIRST FLOOR: OFFICES

- 100 - Grand Reception Lobby
- 102 - 110 - Offices
- 111 - Vault Storage



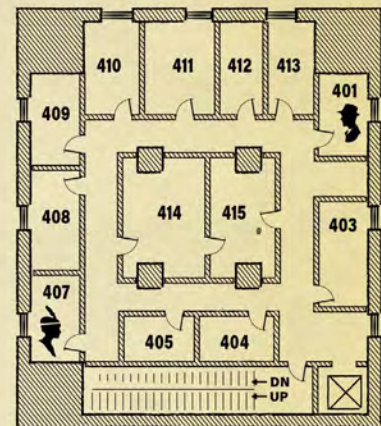
SECOND FLOOR: OFFICES

- 202 - 206, 208 - 221 - Offices



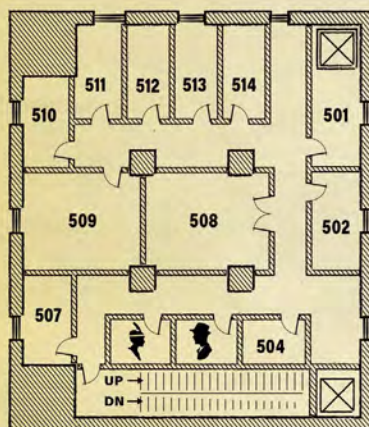
THIRD FLOOR: OFFICES

- 302 - 306, 308 - 321 - Offices



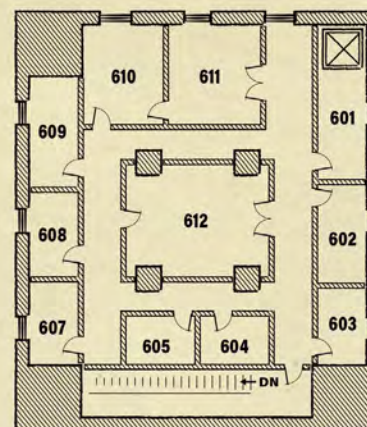
FOURTH FLOOR: STAFF

- 408 - Laundry
- 409 - 413 - Staff Quarters
- 414 - Kitchen
- 415 - Mess



FIFTH FLOOR: GUESTS

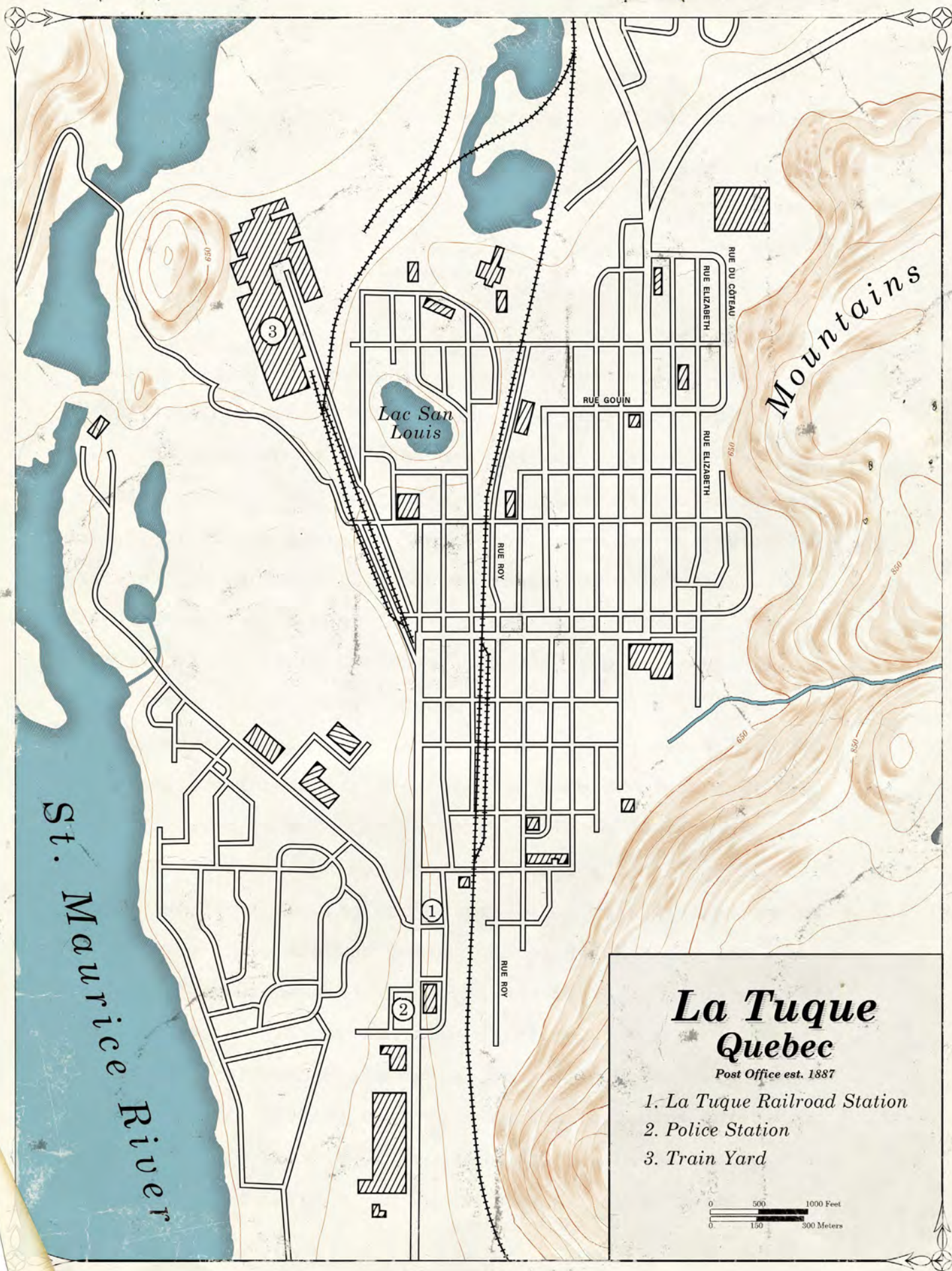
- 501 - Private Elevator Access
- 502, 504, 507 - Guest Quarters
- 508 - Conference Room
- 509 - Library
- 510-514 - Guest Quarters



SIXTH FLOOR: ABELARD'S

- PRIVATE RESIDENCE





La Tuque Quebec

Post Office est. 1887

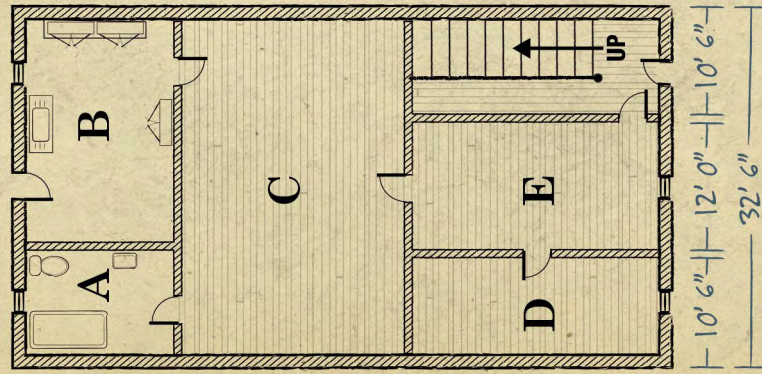
1. La Tuque Railroad Station
2. Police Station
3. Train Yard

0 500 1000 Feet
0 150 300 Meters

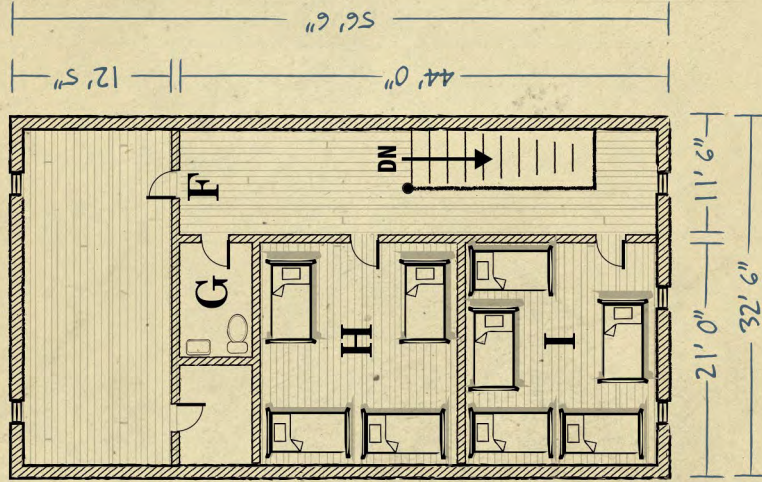
Y.M.C.A.

No. 12 Rue du Côteau

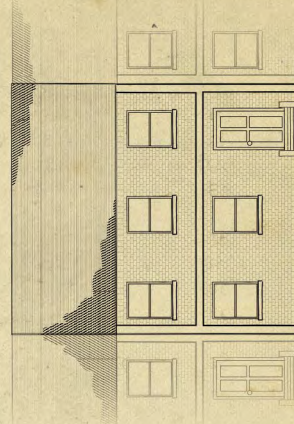
FIRST FLOOR



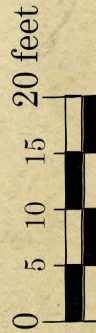
SECOND FLOOR



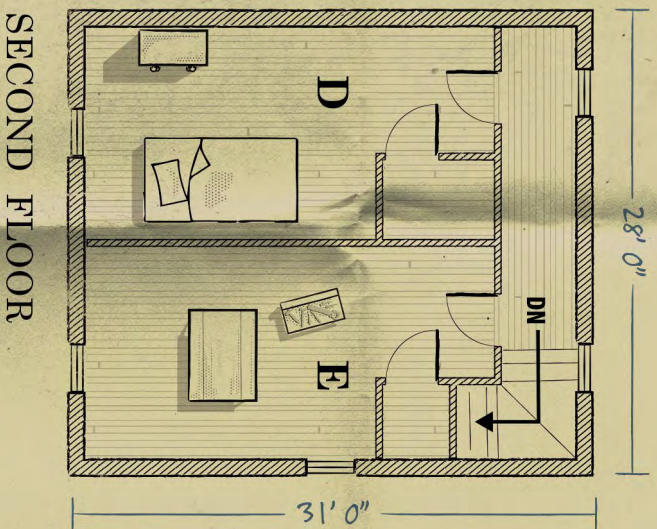
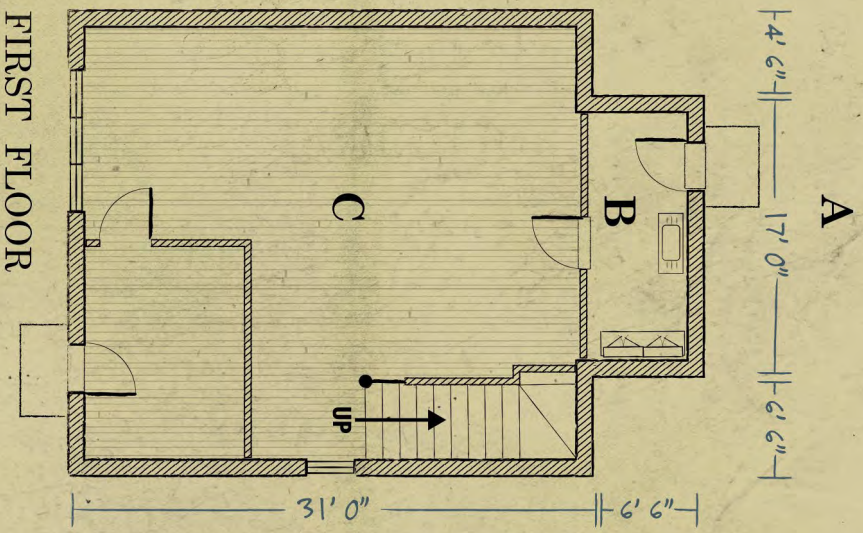
- A. Bathroom
- B. Kitchen
- C. Main Room
- D. Dubois' Office
- E. Hall
- F. Locked Door
- G. Bathroom
- H. Dormitory 1
- I. Dormitory 2



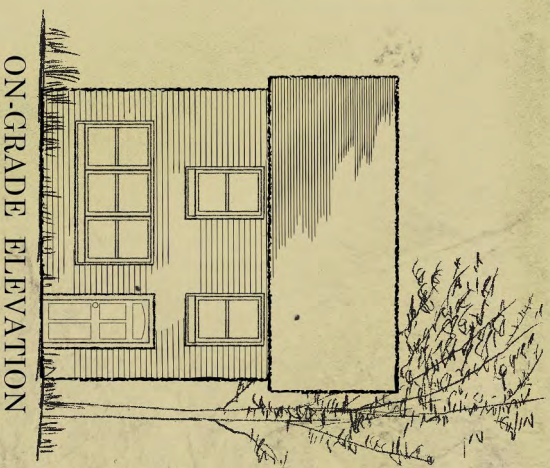
ON-GRADE ELEVATION



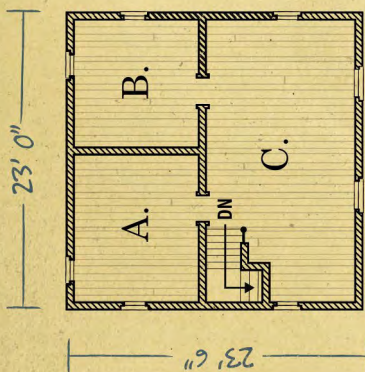
No. 5 Rue de Cardinal Léger



- A. Backyard
- B. Kitchen
- C. Main Room
- D. Bedroom 1
- E. Bedroom 2

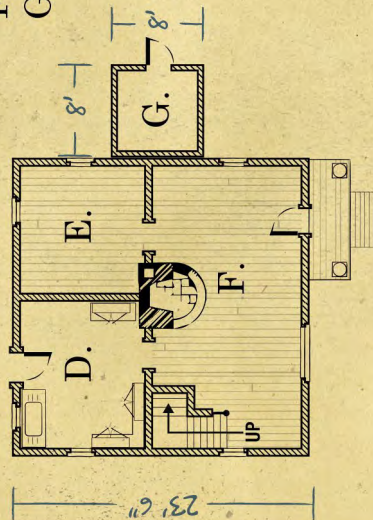


The MacLearan Farmhouse

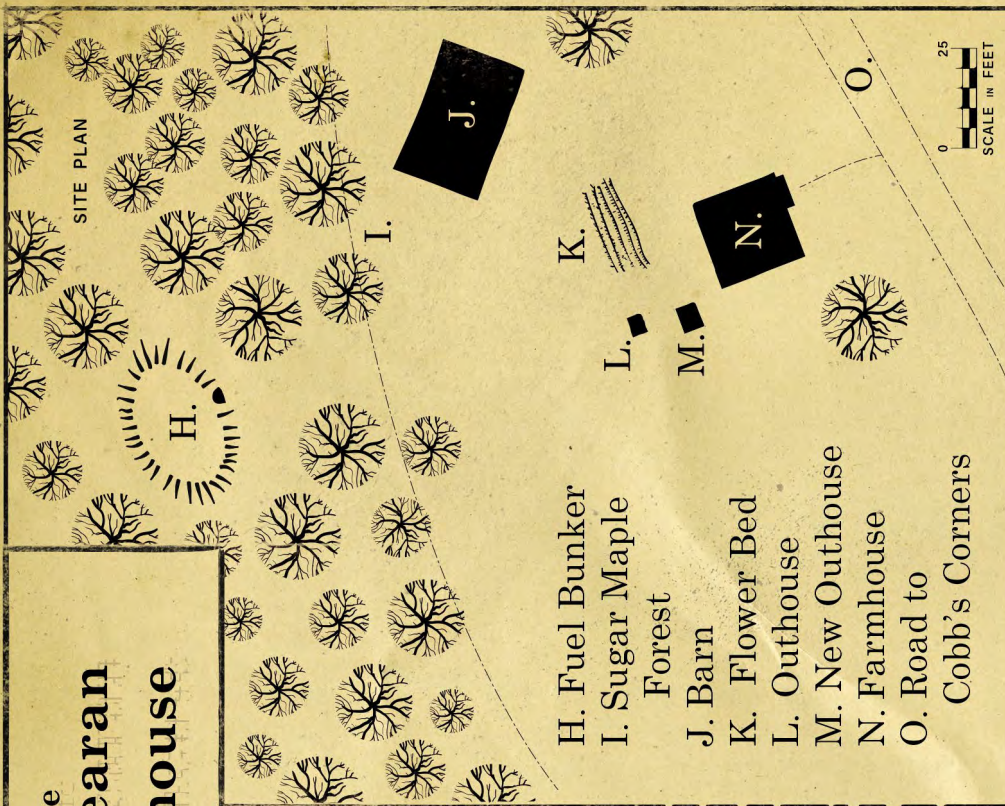


- A. Bedroom 1
- B. Bedroom 2
- C. Hallway
- D. Kitchen
- E. Bedroom/Parlor
- F. Fireplace
- G. Generator Shed

SECOND FLOOR



FIRST FLOOR



- H. Fuel Bunker
- I. Sugar Maple Forest
- J. Barn
- K. Flower Bed
- L. Outhouse
- M. New Outhouse
- N. Farmhouse
- O. Road to Cobb's Corners

DRAWN BY:

CHECKED BY: **MORRISON**

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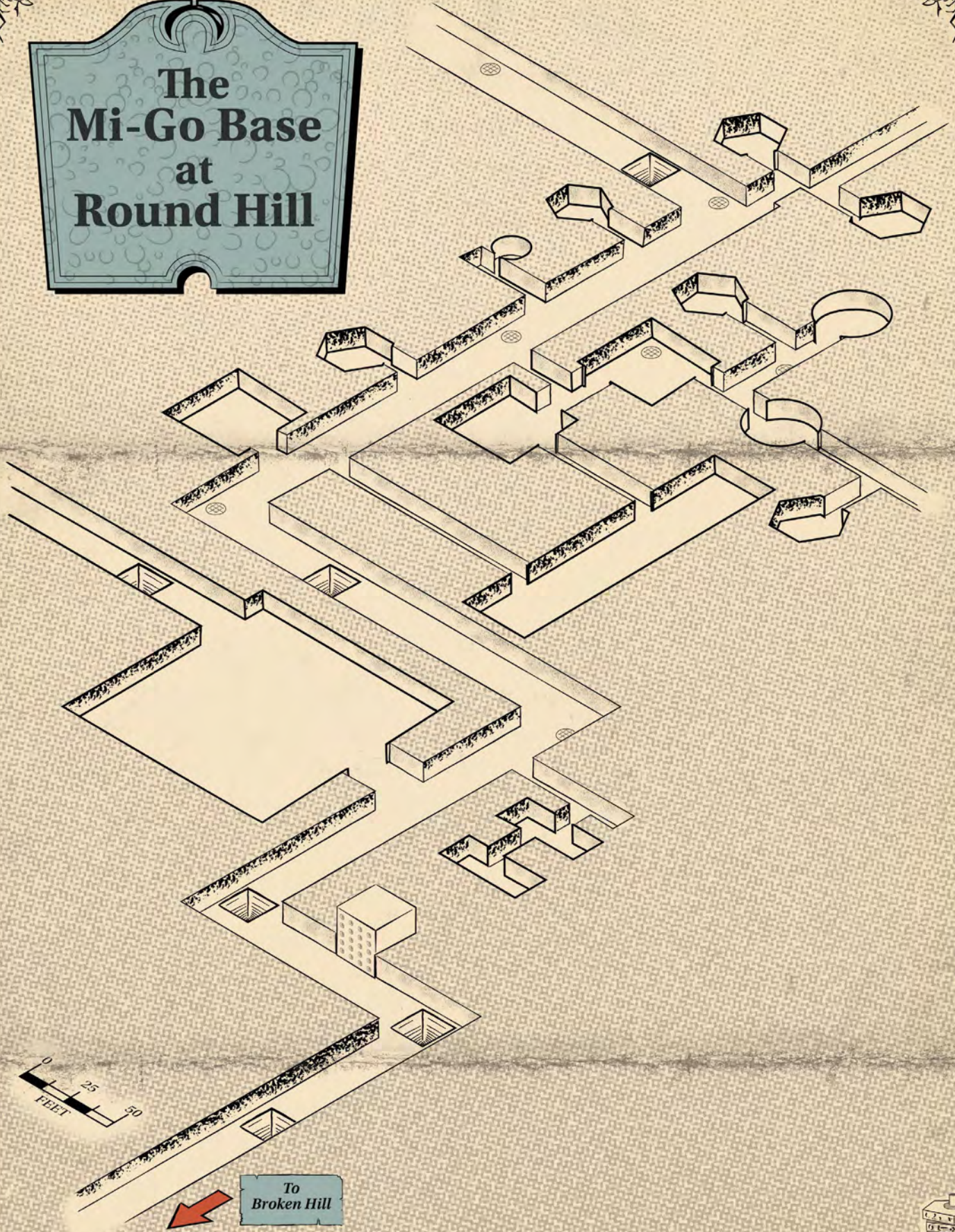
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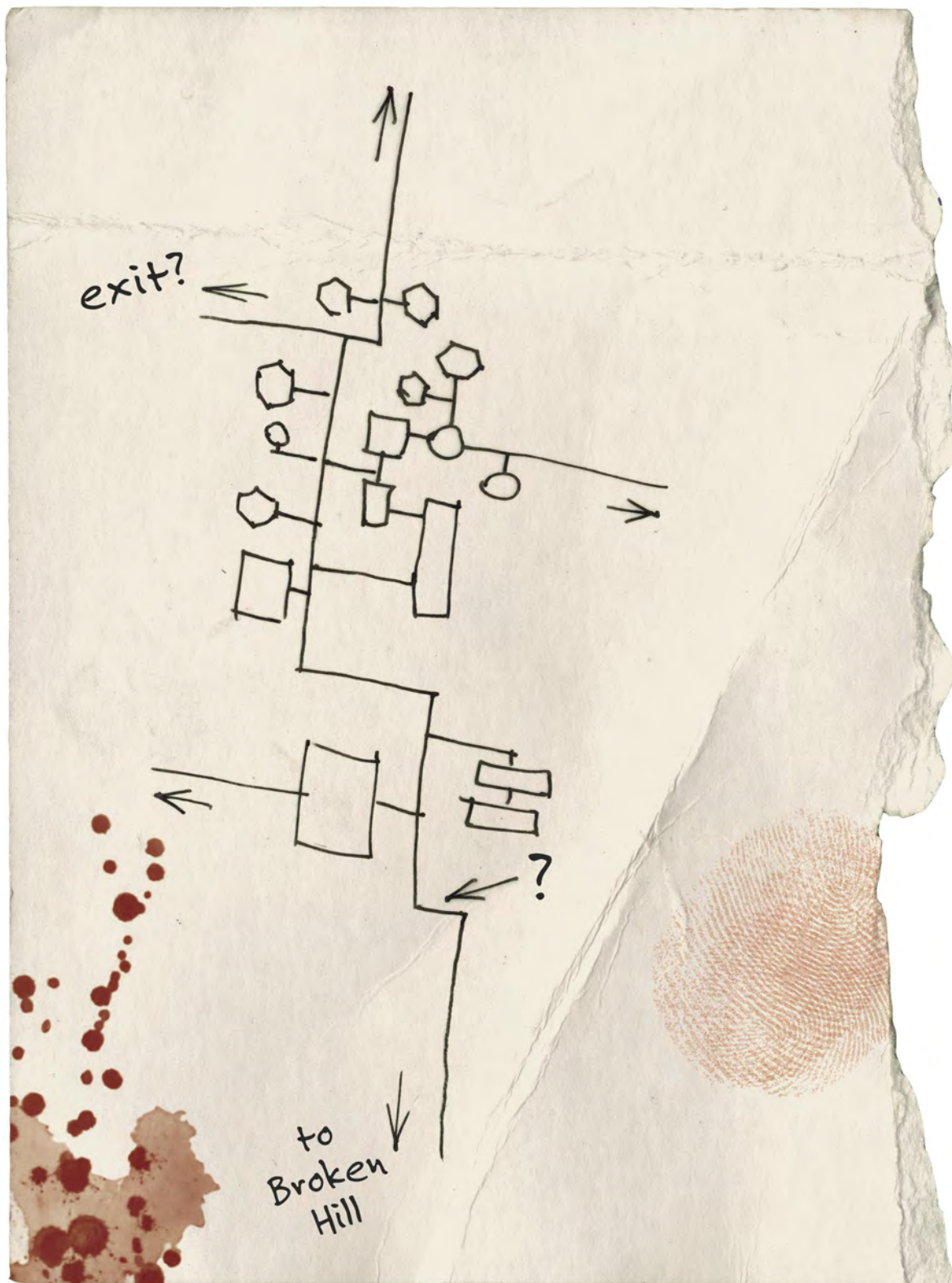
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The Mi-Go Base at Round Hill



Alternative map of the Mi-Go Base at Round Hill.



View of
COBB'S CORNERS
VERMONT
est. 1787

Advertising Directory

1. Gismend Road Bridge
2. Public Library
3. Cobb's Corners Gazette
4. Karner's Goods
5. Sheriff's Office
6. Bridge
7. Town Hall
8. Civil War Memorial
9. Dr. Owen Perry's Home
and Practice
10. Jim's Grill
11. School
12. First Baptist Church
of the Divine Ascension





The City of the Elder Things (Interior)

- A - Plateau
- B - Mining Carts
- C - Ore Heaps
- D - Spider Machine
- E - Dimensional Gate

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